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comes home to Nintendo

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- BEYOND GOOD & EVIL
- SPHINX
- SSX 3

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Full blown review — don't mess with the man!



REVIEWED

SONIC HEROES

Sonic to the power of three!



PREVIEWED

CUBE SOLUTIONS SKIES OF ARCADIA

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ISSUE NINE

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(S) and in your face

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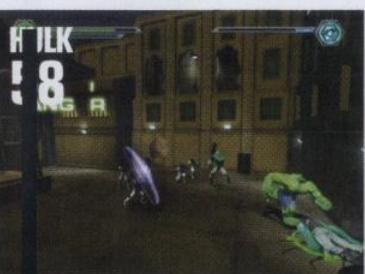
IN-DEPTH

(S) the biggest games blown apart

Final Fantasy CC might be one of the most anticipated games ever, but it's not the only big game headed for the GC in the coming months

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get 'em while they're hot

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get with the program

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ADVANCE

get

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HITMAN 2

68 Those crazy kids at Atari have been promising this one for so long we'd almost given up hope. Now, where's my garrotting wire?



PREVIEW MARIO KART DOUBLE DASH

Nintendo has a habit of reinventing *Mario Kart* for each of its consoles. Turn the page to see some amazing new screenshots and all the additions that *Double Dash!!* has in store for us

04



UP FRONT

**CUBE****INFORMATION****MARIO KART: DOUBLE DASH!!**

PUBLISHER: NINTENDO

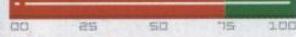
DEVELOPER: IN-HOUSE

ORIGIN: JAPAN

GENRE: RACING

PLAYERS: 1-8

PERCENTAGE COMPLETE

**STATS**

- RETURN OF THE FRANCHISE
- TWO DRIVERS PER KART
- CHARACTER-SPECIFIC WEAPONS
- SUPPORTS LINK-UP

TOTAL GAMES 1-MOVIES 2-PICTURES

04 '03 04 '03 04 '03

MARIO KART DOUBLE DASH!!



Watch out for all the secondary characters dropping their loads!



"THERE ARE VERY STRONG RUMOURS THAT YOU'LL BE ABLE TO PLAY MARIO KART ONLINE"

UP FRONT

MARIO KART: DOUBLE DASH!!

Ready... set... Mari-go!!

IF EVER THERE WAS

a game that had future Nintendo classic written all over it, then that game would be the latest installment of *Mario Kart*, only this time there's going to be double the fun.

Take a look at the shots – two riders per Kart? Yep. You can choose a pair of characters (any mix will do) and then decide which vehicle they should steer to victory. Because of this, your handling and speed are no longer determined by who you choose, rather which contraption you sit in. This, of course, raises the question of what the point is in having different characters on a gameplay level, but fear not because, as ever, we have the answers.

You see, each character has specific weapons that only they can use. Whether these come in the form of Eggs with Yoshi or Giant Shells with Bowser, each have their own advantages on different courses which you'll have to take into account when choosing your on-screen persona.

You're not just stuck with who you decide to stick on the back of the Kart, either. At any point during the game you can switch the two around, giving you double the usual amount of specific items as well as allowing the driver to keep theirs in storage while at the wheel! However, there's also another change that won't help you. If you get hit by another weapon you'll lose all your items. Likewise, you can no longer trail items behind you, making for much tougher defence methods akin to the original SNES *Super Mario Kart*. Truly this will be the most strategic *Mario Kart* yet.

At E3 there were playable *Mario Kart: Double Dash!!* booths, allowing you to take Mario and co for a spin. As expected, the old favourites made a comeback with Wario Stadium (renamed Waluigi Stadium) being bigger and muddier than ever, Luigi Circuit looking like Super Mario World in 3D, Toad's Turnpike being just as busy (and annoying!) and, best of all, a Donkey Kong jungle course where at one point you're shot out of a giant barrel at high speed! Impressive stuff. Other cool little touches include the way your second character pushes you off to a speedy start at the beginning of a race and the animation on the second character balancing three items (Mushrooms, Green Shells and so on) on top of each other, swaying left and right.

However, this isn't the best of the news. There are very strong rumours that you'll be able to play *Mario Kart* online. Take a second to absorb that. Ready? Good. Back in 2002 Nintendo and GameSpy (a network that provides services for online games) signed a deal allowing GameSpy to become an "authorised tool provider". Now the site is reporting that – for free – you'll be able to hook up to the Internet and play against other people. If such rumour turns out to be true then this could become one of the coolest and most competitive games ever. Stay tuned.

CUBE





CUBE

INFORMATION

BILLY HATCHER AND THE GIANT EGG

PUBLISHER: NINTENDO

DEVELOPER: SONIC TEAM

ORIGIN: JAPAN

GENRE: PLATFORM

PLAYERS: 1

PERCENTAGE COMPLETE
00 25 50 75 100

STATS

- GAMECUBE EXCLUSIVE
- PLATFORM SKILLS AND PUZZLING
- ANIMAL SIDEKICKS
- CLASSIC SEGA PLAYABILITY

TOTAL GAMES 100 MOVIES 0 PICTURES 0

Q4 '03 Q4 '03 Q4 '03

BILLY HATCHER



"I am Billy Hatcher, and I mean to hatch this egg. Who's with me? Who's with me? Stand up now!"

Animal friends, boys in chicken suits, colourful eggs... wouldn't you love to be in the dev meeting?



The idea is simple, if ludicrous. Expect one addictive platform puzzler

Cock-a-doodle-doo!
Cracking good fun
from Sonic Team

BY VIRTUE OF the fact it's been developed by the coders behind games such as *Phantasy Star*, *Nights*, *Samba De Amigo* and, of course, *Sonic the Hedgehog*, expectations surrounding *Billy Hatcher* are understandably at fever pitch. Happily then, we can tell you that from what we've played so far, it doesn't disappoint. In fact, *Billy Hatcher* is currently displaying all the typical Sonic Team signatures of colourful, simplistic, fun and intuitive gameplay that we've come to know so well from Yuji Naka and co.

As ever with platformers, *Billy Hatcher* features a faintly ludicrous story lurking in the background to turn the cogs of the gameplay. In this instance, an evil king has caused an everlasting night to descend on Billy's homeland and in order to bring back daylight, Billy has to get to work finding the elders by rolling and hatching eggs... dressed head to toe as a rooster!

Anyway, aside from being able to masquerade as poultry, Billy's other major talent is handling those eggs. Essentially a 3D roaming platformer whereby each location is populated by enemies, puzzles and sidekicks, the game revolves around egg control and your ability to put them to good use. Indeed, all these elements link together to form the core

"GAMEPLAY THAT'S AN ENJOYABLE MIX OF SKILL, SPEED AND PUZZLING"

UP FRONT
BILLY HATCHER AND THE GIANT EGG



AND THE GIANT EGG

Looks like a boss to us. How egg-citing! Get it? EGG-citing...



of the gameplay – rolling an egg over an enemy, throwing the egg like a boomerang or jumping and smacking it down on an enemy's head, produces fruit that eventually bloats your egg to a size where by pressing the R-trigger, you can crow at the egg and hatch it. Opening a grown egg reveals a useable companion (press X) such as a penguin or seal depending on the type of egg you've been rolling. The seal, for instance, has an ice slide attack that'll prove useful for solving fire-related puzzles.

Typically for a Sonic Team title, a straightforward control system (simply walk against an egg to control it) allows for sections with an excellent sense of speed. For instance, running with an egg downhill becomes somewhat *Super Monkey Ball* in style as Billy tumbles along inclines while able to jump over gaps and roll and crush adversaries. Similarly characteristic of the developer are floating rings that shoot him skywards towards normally inaccessible areas.

In all, *Billy Hatcher* is shaping up wonderfully with sound that's chirpy and crisp, visuals that are lurid and solid, and gameplay that's an enjoyable mix of skill, speed and puzzling. So far at least, SEGA seems to have struck the right balance between using your brain and your reflexes, and the sometimes troublesome camera issues that plague so many 3D games appear non-existent (so far, anyway). Frankly, if *Billy Hatcher* turns out to be anything less than great fun we'll be sorely disappointed.

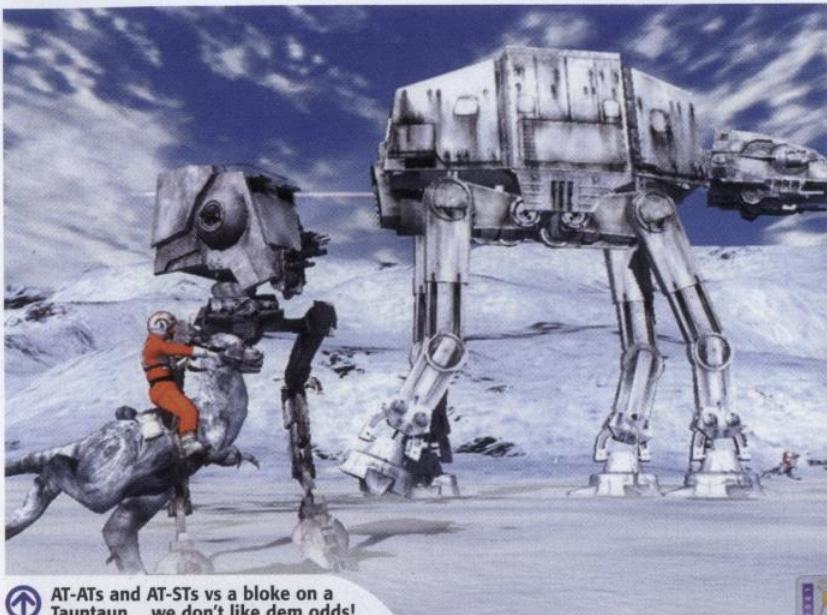
CUBE



You need to find the golden egg and hatch it to complete the level

Rolling the egg into fruit fills the meter bottom left. When this is full you can hatch the egg, revealing a new character to help you

Your platforming skills are called on since you don't want to lose valuable eggs in the drink. Jump, chicken boy – bwark!



↑ AT-ATs and AT-STs vs a bloke on a Tauntaun... we don't like dem odds!

Those flight suits look familiar, so do those Stormtroopers – in fact, everything's looking pretty faithful so far

This is the first game since the *Return Of The Jedi* arcade machine to enable you to explore the lush forests of Endor



ROGUE SQUADRON

CUBE

INFORMATION

ROGUE SQUADRON III

- PUBLISHER: LUCASARTS
- DEVELOPER: FACTOR 5
- ORIGIN: US
- GENRE: SHOOT-'EM-UP
- PLAYERS: 1-2

PERCENTAGE COMPLETE

00 25 50 75 100

STATS

- CLASSIC FILM MOMENTS
- TWO-PLAYER CO-OPERATIVE
- SPEEDERBIKE SECTIONS
- EWOKS APLENTY

TOTAL GAMES **MOVIES** **PICTURES**

04 '03	TBA	SEPT '03
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↑ R2-D2 and C-3PO are looking lovely – someone's had the polish out...

IF IT HADN'T BEEN for *Rogue Leader*, we may well have associated the term *Star Wars* with mediocre games by now. Let's face it – *Jedi Knight II* and *Clone Wars* weren't really up to much, particularly when placed next to Factor 5's attempt.

It's been 21 months since the US was graced with the sequel to the N64 classic, and in that time the California-based company has been working on *Thornado*, *DivX* and this new title. Though *Rebel Strike* hasn't even been so much as hinted at, the fact that *Rogue Leader* sold so many copies the world over green-lit the project almost immediately.

While *Rogue Leader* was basically *Rogue Squadron* with souped-up graphics, *Rebel Strike* potentially offers so much more. For starters, many of the levels from *Rogue Leader* have been brought back with enhanced graphics and a two-player co-operative mode. LucasArts is still keeping very cagey about this, but so far we've seen split-screen

"AT THIS STAGE, REBEL STRIKE APPEARS TO BE A TRUE SEQUEL TO ROGUE SQUADRON"

UP FRONT
ROGUE SQUADRON III: REBEL STRIKE



↑ X-Wings and TIE Fighters put in an appearance in the asteroid belt



→ You'll be able to race through the forest on a Speederbike – just look out for that tree...

↑ Say what you like about the Ewoks but they're useful little guys to have on your side

III: REBEL STRIKE

versions of the Trench Run and the Asteroid Field. In the former, player one assumes the role of Luke Skywalker and player two controls a Y-Wing.

We're still not sure whether you get the option to control anything else, but the Millennium Falcon would be the one everyone wants — "You're all clear, kid!" As for the Asteroid Field, you get to shoot down TIE Fighters as you did previously, albeit with two gun turrets. The fact that Factor 5 has managed to get these levels running with enhanced graphics in split-screen is really quite impressive, but that's just the tip of the iceberg.

What will really interest the *Star Wars* fans out there is the existence of brand new levels and all-new gameplay modes. Believe us, once you see some of the screens and the game in action, you'll begin to understand how the split-screen mode is possible. Most impressive of the new levels has to be Endor. The Empire has set up a base on the planet and

it's your job to get past the troops and shoot down the Shield Generators. Yes, you get to ride the Speeder Bikes at ridiculous speeds through the forest, and yes, there are plenty of Ewoks to provide a helpful paw. Third-person sections come into play on this level, and you can use a grapple line to get into the AT-STS, take out the Stormtroopers and assume control of a box-on-legs.

The only other new level we've seen is the escape from the Death Star. This level lets you play out the section where Luke, Han and Chewie save Princess Leia and the droids from the clutches of the Empire. This entire level takes place in a third-person viewpoint — the graphics aren't anywhere near as impressive as Endor, but there's plenty of time to sort this out.

At this stage *Rebel Strike* appears to be a true sequel to *Rogue Squadron*, whereas *Rogue Leader* was just a graphical leap. We're very excited about this one — expect an In-Depth feature in a few months.

CUBE



↓ Sad the descriptive captions – LOOK AT THIS! AWESOME! *faints*

"TAKE CONTROL OF AT-STS, RIDE SPEEDER BIKES THROUGH THE FORESTS OF ENDOR AND FIGHT ALONGSIDE THE EWOKS!"

GCN

GAMECUBE NEWS

NEWS CONTENTS

AT A GLANCE

ONLINE GAMING

We lift the lid on networked gaming and chat with the President of Nintendo Japan, Satoru Iwata



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BOUNTY HUNTING

He might not be Boba Fett, but we take a look at just how Vivendi's bounty hunter, Mace Griffen, is shaping up



PAGE 14

TERMINATOR 3

An interview with the developers of T3 accompanied by an exclusive first look at the game in action



PAGE 15

NINTENDO WORLD

International news stories gathered from around the far reaches of the planet we like to call Earth



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CAPTAIN CAVEMAN

With cavemen and a name like *Tak And The Power Of Juju*, what exactly is THQ's latest offering all about?



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WHAT'S GOING ON?

Tony Hawk's latest game, rumours and musings on what's been going on this month in the world of Nintendo



PAGE 20-21

Captain Olimar makes an appearance as an interactive character in Nintendo's bizarre *Stage Debut*



CONNECT 4

CUBE
examines
the latest
Nintendo
Difference

ELF BOY LINK in his latest adventure, *The Wind Waker*, may have been Nintendo's biggest draw for gamers this winter, but a different kind of link is in development as its main attraction this Christmas. Whereas both Sony and Microsoft are pushing online gaming as one of the most potent reasons to own their machines, Nintendo, as unveiled at E3, believes that a different type of connectivity is its trump card, the ace up its sleeve in this generation's console war.

Before E3, the GameCube-GBA link-up had seemed like something of an under-used novelty, especially by third-party developers. Now, however, Electronic Arts has pledged to incorporate exclusive connectivity features into their upcoming titles – Konami's *Metal Gear Solid* will utilise the GBA and the return of Squaresoft and its monumentally anticipated *Crystal Chronicles* will also use handheld link-up as an integral mode of gameplay. As ever though, it's Nintendo's first-party titles that will be crucial in deciding whether

gamers buy into this latest Nintendo difference or whether it leaves them indifferent. With this in mind, **CUBE** takes a look at Nintendo's own four lead titles that are based around connectivity.

- **The Legend Of Zelda: Tetra's Trackers:** Each player links up a GBA to a GameCube and controls a different coloured version of Link in a maze-like race to track down Tetra's pirate followers. Located pirates give you a numbered stamp to prove you've found them and you'll need to collect these in the correct order. Navigating areas is made possible by using player-specific maps displayed on each GBA screen and also by hints from Tetra via the Pirate's Charm. *Tetra's Trackers* is essentially a straightforward multiplayer action game mixed with elements of quick-thinking strategy.

- **The Legend Of Zelda: The Four Swords:** Those familiar with *A Link To The Past* on the GBA will know that *Four Swords* was originally a bonus multiplayer



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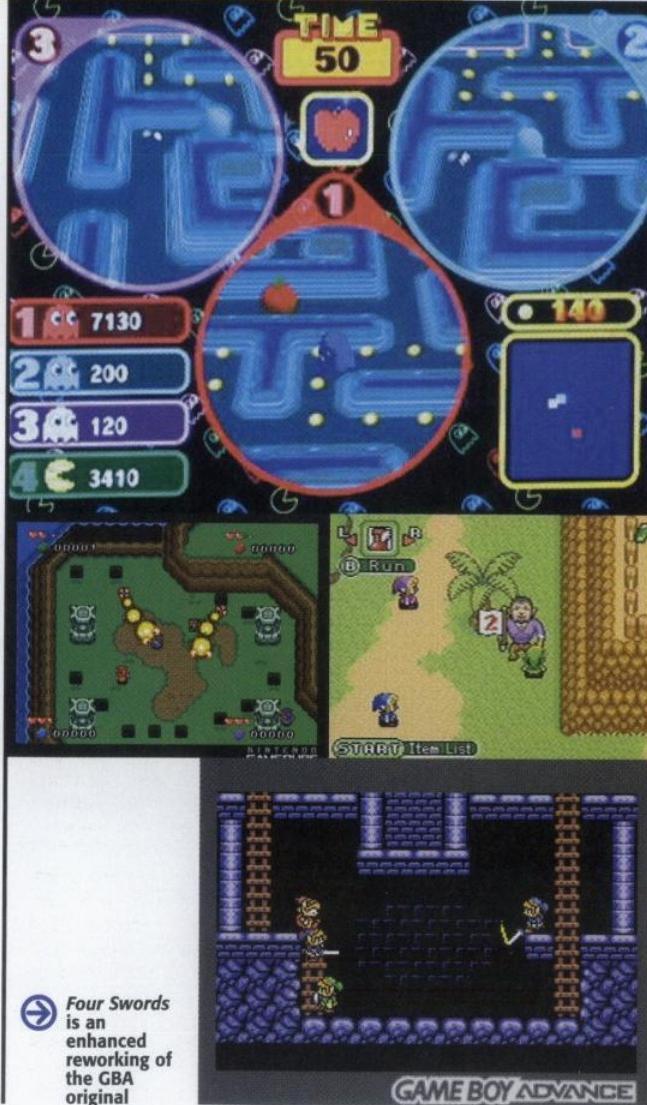
"BEFORE E3 THE GC-TO-GBA LINK-UP HAD SEEMED LIKE SOMETHING OF AN UNDER-USED NOVELTY"

mini-game. This GC version though, while requiring control via a handheld doesn't need any GBA carts. Gameplay-wise this is another action-based title although competition between players is a minor element, the emphasis instead is on strategic teamwork and co-operation. If a group of players split up, the GBA screens come into play. Going into a house or cavern, for example, transfers your playing screen to the GBA and that particular player can see secret messages or perform actions without others knowing.

● Stage Debut: Coming complete with a GBA cartridge that also functions as a camera, this is a genuinely unique 'game'. We say 'game' because you don't really play it. Using the camera you can take photos of yourself or friends and download them to the GameCube. Having done this there's then a series of 'yes' or 'no' questions to answer that determine the look and abilities of the body onto which the recently captured facial image is mapped. Your digital representation is then beamed into a playground or schoolroom setting and, Sims-like, begins interacting with whoever else is in there, be it another downloaded human or characters from *Pikmin* and *Animal Crossing*. Weird.

● Pac-Man: Essentially this is Namco's original *Pac-Man* given a multiplayer twist, although only one person uses a GBA. The player using the GBA is *Pac-Man* whilst the other three control the chasing ghosts. The person controlling the old yellow pill muncher has a complete view of the maze area on their portable screen. The players using the ghosts, by contrast, see the big screen with only a limited view of events. The ghost player who catches *Pac-Man* trades the pad for the GBA and play continues until all the pellets are eaten or until three minutes have elapsed. Eating pellets earns points; the player with the highest score wins.

Whilst the importance placed on connectivity is not just limited to link-up between GameCube and GameBoy Advance (think of LAN gaming and the e-Readers), it's obvious from the range of games on show at E3 that for the short-term future at least, these titles are a major part of the Japanese giant's gameplan.



● Four Swords
is an enhanced reworking of the GBA original

CUBE



"DON'T PEE YOUR PANTS!"

Resident Evil creator, Mikami-san helpfully warns against *Resi 4* side effects



The Broadband Adaptor will provide the basis for LAN and online gaming



ONLINE GAMING REVEALED

How, what and when...

IN A RECENT interview about Nintendo's online plans, Gamespy President, Jon Epstein, confirmed that his company will be providing the middleware technology that will allow GameCube owners to play networked games.

Speaking more specifically about what actual features are catered for, Epstein stated that: "Developers that use GameSpy's software would be able to quickly and easily add modules to their games which provide player matchmaking, text chat, voice chat, instant messaging, security, ladder systems, online storage [virtual memory card] and other online-related applications". What this actually means is that GameSpy is providing the software to

allow developers to make games with the option to implement networked gaming complete with headset and keyboard communication and downloadable content. Whilst the actual peripherals aren't confirmed for the GC, if a developer wants to code headset functionality, wants instant keyboard communication in an MMORPG, or even wants to include downloadable extras, then it can.

Just as interestingly, Epstein was asked when gamers can expect to see the first Nintendo title using this Gamespy set up. His reply was: "I believe we're looking at Q4 2003 or Q1 2004". In fact, following this confirmation, there's speculation that *Mario Kart* may ultimately feature online connectivity at a later date, but for more on this turn to page 20.

CUBE



HOW DO I CONNECT AND WHAT DOES IT COST?

Getting online is simple – all you need is a broadband adapter, a broadband connection and, er, that's it. Just as promisingly, Gamespy itself won't charge any fees for connection, that decision is up to Nintendo. In fact, considering that senior figures at Nintendo have long claimed to be uneasy about the monthly charges often incurred by online play, this service may even be free!

Links-style golf on the move...

The GBA version of *Mario Golf* is set to allow GC link-up where you can train your character on your GBA and then transfer them for use on the big screen. Similarly, characters from the GC version can be downloaded for use on the handheld counterpart.

and at home



Projected date Nintendo has told developers...

2005

to expect the GameCube's successor

"NINTENDO ARE NOT READY TO ACT, THEY'RE ALREADY ACTING"

Saturo Iwata, President of Nintendo

full story page 89

Nintendo is trying to remove the only way for gamers to play *Animal Crossing*



NINTENDO GETS NASTY

Games giant declares war on import retailers

FANCY BUYING ANIMAL Crossing down your local import store? Well, Nintendo would rather you couldn't. Solicitors acting on instructions from NOE have issued a "cease and desist" order to retailers relating to the sale of import games. Effectively, what this means is that independent stores face

being sued over the sale of games not expressly delivered to the PAL market by Nintendo. In fact, game stores now face the prospect of having to sign an agreement stating they won't sell imported goods if they want to continue selling official products.

Commenting on these actions, Shelly Friend, Nintendo's European head of PR, has claimed that such measures ensure "fair play in the market for retailers". Indeed there have been fears that sales of *Pokémon Ruby* and *Sapphire* – just launched in the

Australia, four months after the US and nine months after the Japanese release – may be damaged by widespread importing.

Contrary to this view, CUBE's local import stores have expressed dismay at this decision, stating that they're now likely to sell only Nintendo's major releases for the year ahead as previously most official stock returned only a low profit margin, a fact made more palatable by sales from import games. Now however, they think there is less of an incentive to carry Nintendo goods.

TRI FORCE LINK-UP

CUBE gets an exclusive first look...

AT A RECENT sneak preview of the arcade version of *F-Zero* called *F-Zero AX*, CUBE went hands-on with its Licence Card system. If you enter your name before racing you get a unique ID code that's printed on a card dispensed from the machine when you finish racing. This card holds a record of medals earned, courses completed and such like and is transferable between any *AX* cabinet. More importantly, points earned on this card enable the customisation of

your ship. Somewhat worryingly, however, the much-touted link-up via the GC Memory Card is looking precariously unconfirmed for the PAL version. The cabinet we tried didn't have this feature enabled nor could any SEGA representative assure us that this functionality would make it over here. Either way, *F-Zero AX* looks identical to *GX*, with a few gameplay differences. Expect the *GX* review in the near future!

CUBE



Build your own custom ships by racking up the points

Stats are stored on a Licence Card/GC Memory Card



THE MATRIX RECORDED

The developer of Enter the Matrix, Shiny, has confirmed that it will be producing two more Matrix videogames. The first is due for release around Christmas 2004 while the next will launch in 2006 almost certainly as a next-generation release coinciding with the launch of another film.



"PAL GAMERS ARE BEING ACTIVELY PREVENTED FROM BUYING IMPORT GAMES SUCH AS AC... THANKS NINTENDO"

So as a PAL gamer you're now being actively prevented by Nintendo from buying games such as *Animal Crossing* or importing games such as *Final Fantasy*, *F-Zero* and *Mario Golf* months before they're localised for PAL release. Nice.

Frankly, we think this move only punishes Nintendo's most loyal core of avid gamers and given that determined importers can easily buy games over the Internet, something Nintendo can do little about, such efforts would be better spent localising code earlier for PAL users. In fact, if Nintendo dedicated resources to narrowing the gap between Jap/US releases and their transition to our market, it'd never have the 'problem' of imports in the first place. Translation times are far reduced from what they were, but we're still having to wait six months for *FFCC*, and will never see the likes of *Animal Crossing*. So often Nintendo seems to take one step forwards and two steps back. Wake up guys!

CUBE

A HISTORY OF THE BIG N'S LEGAL WRANGLES

See you in court...

Donkey Kong was the first game ever designed by Shigeru Miyamoto



- **1982:** Nintendo is threatened over infringement copyright of the film *King Kong*. The case went to court, Nintendo won \$1.8 million.
- **1985:** Tengen, a subsidiary of Atari, sue Nintendo over its claim to own the right to *Tetris*. The case ends in Nintendo's favour. Later that year three million copies of *Tetris* are sold for the NES.
- **2001:** Nintendo threaten to sue independent retailer, CEX for selling imported games. CEX remove all import stock from its shelves.
- **2002:** Nintendo are fined £92.1 million for attempting to keep prices artificially high in some European countries.
- **2003:** Game stores are told that if they sell import goods then they won't get any official stock. An innocent child PAL gamer sheds a tear.

IN THE CUBE WITH...

SATORU IWATA

POSITION: PRESIDENT
COMPANY: NINTENDO JAPAN



spreading knowledge helping our partners to make better games. We have been very keen to help them with technology and design support.

CUBE: What games have you been playing this year?

IWATA SAN: The game I have been most playing is *Wario Land* and *Wind Waker* has also kept me very busy and happy. Actually I am fairly confident if you look at other games companies out there I am the president who plays the most compared any other, because it is my background and I enjoy it still today.

CUBE: So how have you found it settling into this most major of jobs at Nintendo?

IWATA SAN: There are not many company heads around my age. It has been a challenge for me to work in this situation. I am getting a unique experience, but it is a good one, even though many of the board of directors at Nintendo are much older than me.

CUBE: So tell us about this background a little?

IWATA SAN: When I was a high school student I had a premonition that videogames would be popular and I read about a *Star Trek* game for an early mainframe computer. Back then I didn't have a computer so I used a programmable calculator to make my first game. At that time there was no-one doing this sort of thing so I was considered very odd and I can say in all honesty that I even did this during class.

CUBE: What else do you think Nintendo should be changing to make their business approach more competitive?

IWATA SAN: Personally I feel Nintendo has done enough to ensure that its existence is ensured. In order to increase hardware sales we have felt the need to make the business more profitable for our partners. This has led to our relaxing royalties, but also working directly with partners

IWATA SAN: I remember finishing that game and how much fun it was. I played it with my friends and that feeling is something I still relate to today.

CUBE: So the business is still fun?

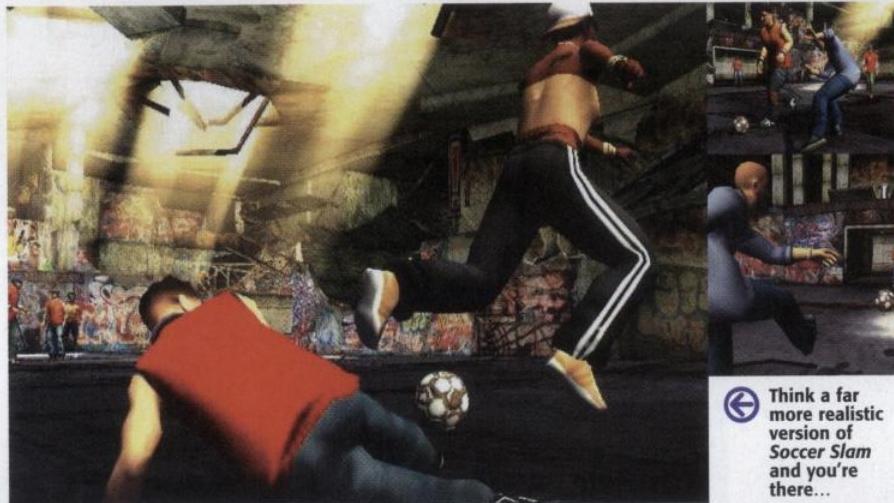
IWATA SAN: I have had more fun recently than ever before and I think this will continue as Nintendo moves forward.



It's not hard to see why this is Iwata's favourite game of the moment.

URBAN FREESTYLE SOCCER

Back of
the net...



Think a far
more realistic
version of
Soccer Slam
and you're
there...

ACCLAIM HAS GIVEN the beautiful game a makeover. It's dressed it in combat pants, slipped a sweatband over its wrist and taught it to say 'Blingin'' in a cockney accent. In short, it's taken football back to the streets. *Urban Freestyle Soccer* features rival gangs in a not-so-friendly kick-around, where garage doors replace goalposts and the rules are left on the sidelines.

Control is, we're told, 'intuitive' (meaning simple) allowing players to easily perform a repertoire of showboating tricks, flicks, volleys and scissor kicks. Teams are gang-based and, in a similar style to other arcade style footie games such as *SEGA Soccer Slam* and *Red Card*, there's a simple combo system. Combos earn your team points, which can buy you upgrades, mini-games and hidden rewards. The developers have made quite a few football games in the past so we suspect they know they're doing.

CUBE

OFFICE MOMENTS

To prove once and for all that GameCube roolz and Xbox sux, the CUBE team takes on sister mag XBM in a Burnout 2 challenge!



After sucking our
dust, XBM's
bad-loser editor
throws a wobbly!

So it's official. GC rulz!

MACE GRIFFIN

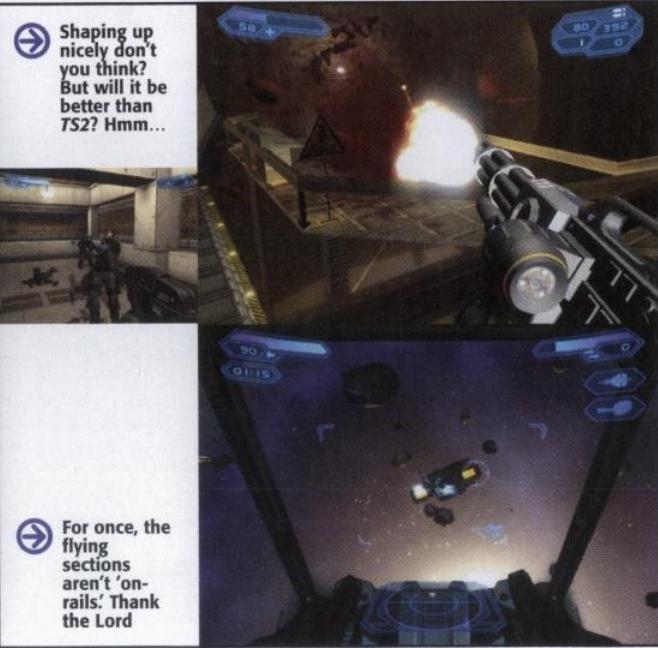
Mace Griffin
features
macabre
death
animations
and more

Vivendi takes
a pop at the
FPS genre

HE MAY SOUND like an aftershave from the seventies, but Mace Griffin is actually a bounty-hunter brute voiced by Henry Rollins. Set hundreds of years in the future, Mace is framed for a murder he didn't commit and sent to prison for a decade. On his release he becomes a gun for hire in order to track down the people who framed him. By carrying out missions such as infiltration, smuggling, protecting crime lords, blowing up space stations and stopping rustlers from stealing alien cattle (apparently there's a roaring trade in gargantuan flatulent cows – and no, we're not making this up) Mace gets closer to the truth and his revenge. All of which means that *Mace Griffin* is a gun-laden FPS with the additional novelty of spacecraft-based flying sections, and could well prove a worthy addition to the GameCube's sparse roster of shooters. Full review in a couple of issues time...

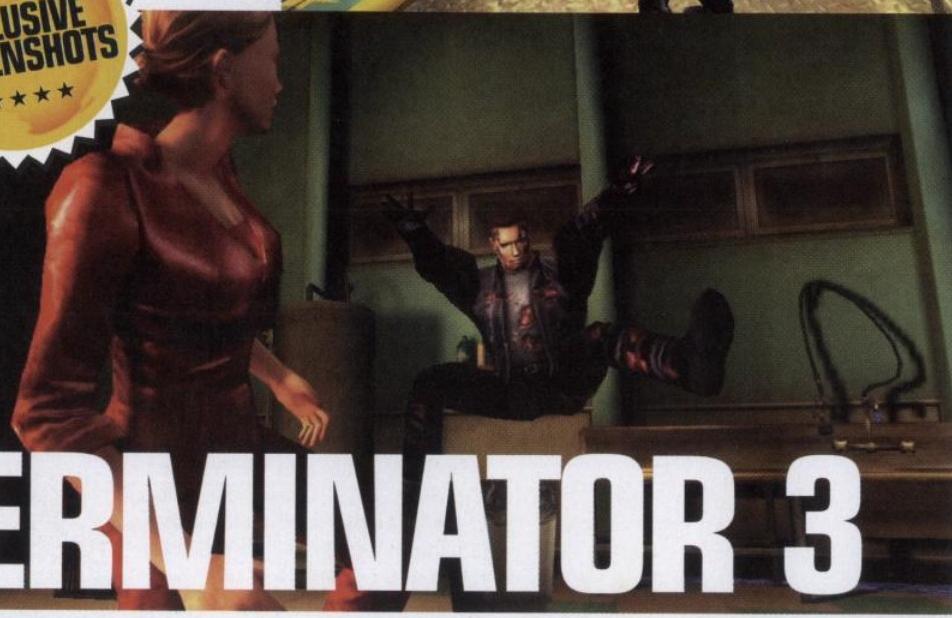
Shaping up
nicely don't
you think?
But will it be
better than
TS2? Hmm...

For once, the
flying
sections
aren't 'on-
rails'. Thank
the Lord



First-person shooting sections are mixed with intense third-person mauling action

EXCLUSIVE SCREENSHOTS



TERMINATOR 3

Play Predator and go Commando as Atari makes Arnie its next action hero...

FOR AS LONG as we can remember there have been games based on the Terminator, but Arnie has never given permission for a game to use his actual voice – until now. Much like Atari's other film tie-in of 2003, *Terminator 3: Rise of the Machines* features not just Schwarzenegger, but a storyline that dips in and out of the film accompanied by actual movie footage, including exclusive scenes filmed by the cast of the movie and shot by the film's director, Jonathan Mostow.

At the time of writing the plot itself is a closely guarded secret although we have managed to discover that besides the appearance of a female Terminator, *T3* features a T800 programmed with a glitch, meaning that Arnie switches sides between fighting for the humans and being controlled by SkyNet (see interview).

Alternating between both first and third-person gameplay, *T3* features gunplay and brutal combat in locations such as the desolate future and present-day downtown LA, using weapons like lasers, rocket launchers and (cue the voice of Arnold) an 'Uzi 9 millimetre'.

Terminator 3: Rise of the Machines will be in shops by the end of the year.

CUBE



This is the Terminator HUD, from where you receive mission and enemy info

IN THE CUBE WITH...



PETER WYSE

POSITION: SENIOR PRODUCER
COMPANY: BLACK OPS

CUBE: How did you first get into the videogame industry?

PW: After studying theatre at Northwestern University I moved out west to begin a career in entertainment. And I was writing screenplays when I was hired in 1996 to write and design games for Disney Interactive. After I got my first taste of producing games, I never looked back.

CUBE: What are your top three games of all time?

PW: Civilization II, Doom II, Gemstone

CUBE: What features are you most proud of in *Rise of the Machines* and how do you think it compares to other acclaimed first-person shooters?

PW: You play as the Terminator! For the first time in a first-person shooter it makes sense how I can take thousands of bullets and keep coming. I'm a Terminator, that's what I'm designed to do. And I'm not just any generic Terminator model, I'm Arnold. Also, not only do we play out some levels as the good Terminator, protecting life etc, but we also get to play as the bad Terminator, hunting down humans in the future.

CUBE: How much voice acting has Arnie recorded?

PW: Our voice sessions lasted for over four hours. The game will be chock-full of the Terminator.

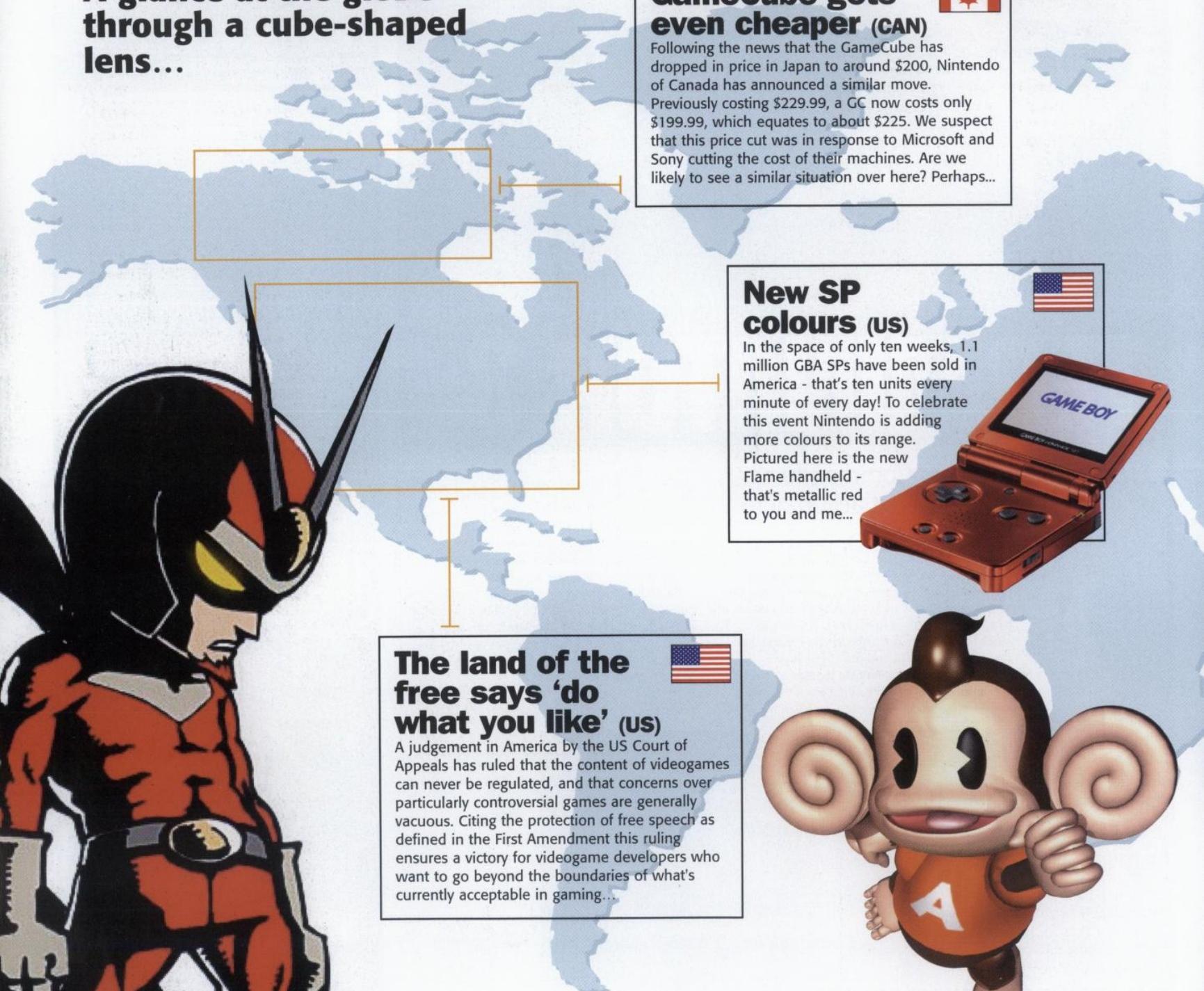
CUBE: Will there be any multiplayer features, hidden extras or GBA link-up in the GameCube version?

PW: We are planning on a ton of secret goodies (some of which may even include some multiplayer functions). You can also expect to find one secret movie clip that was shot exclusively for the videogame. We're still deciding how hard we want to make players work for this clip! Other extras will include production artwork like photos and storyboards, special behind-the-scenes exclusives and much more.



WORLD OF NINT

A glance at the globe through a cube-shaped lens...



GameCube gets even cheaper (CAN)



Following the news that the GameCube has dropped in price in Japan to around \$200, Nintendo of Canada has announced a similar move. Previously costing \$229.99, a GC now costs only \$199.99, which equates to about \$225. We suspect that this price cut was in response to Microsoft and Sony cutting the cost of their machines. Are we likely to see a similar situation over here? Perhaps...

New SP colours (US)



In the space of only ten weeks, 1.1 million GBA SPs have been sold in America - that's ten units every minute of every day! To celebrate this event Nintendo is adding more colours to its range. Pictured here is the new Flame handheld - that's metallic red to you and me...



The land of the free says 'do what you like' (us)



A judgement in America by the US Court of Appeals has ruled that the content of videogames can never be regulated, and that concerns over particularly controversial games are generally vacuous. Citing the protection of free speech as defined in the First Amendment this ruling ensures a victory for videogame developers who want to go beyond the boundaries of what's currently acceptable in gaming...



ENDO

Viewtiful show (JAP)

Currently packaged with any Nintendo-published game bought in the East is a brand new demo disc. The playable code, however, is rather limited with Viewtiful Joe being the standout useable game. More impressive though is the range of game screenshots and movies. There are over 115 featured games incorporating info, screenshots and movies. The footage of FF:CC and Tales of Symphonia is especially impressive and we're sure your jaw will drop when you get a chance to see them.



Minted (JAP)

Recently announced at a press conference to showcase the much anticipated Tales of Symphonia is a special edition mint-coloured GameCube. As you can see from our picture, the console features artwork of the lead character Lloyd Irving, replacing the usual Nintendo logo on the disc lid. However, we don't expect to see this promotion brought to Australia.



Price drop down under (AUS)

The GameCube received yet another price cut this month. Nintendo's machine has been selling exceptionally poorly over here in recent months compared to the other side of the world, but now with a price point of less than \$200 we're hoping this will change. In fact, we hope it does because increased global success for Nintendo means that more game publishers will commission and release GameCube titles.



Melody maker (JAP)

It's difficult to convey just how much the Japanese love their games but this kind of thing simply wouldn't happen anywhere else. In Tokyo next month over a hundred musicians will gather to perform a concert in honour of the famous composer Koji Konda. Who's he? Well, he's the man behind the tunes from the Mario and Zelda series'. Apparently, as well as the performance of the theme from *Super Mario Bros.* there'll also be Jazz and Latin American-inspired remixes of tunes from the *Ocarina of Time*!



Boxed code (JAP)

To celebrate the release of *Biohazard (Resident Evil) CODE: Veronica* in Japan this month, Capcom will also be releasing a Biohazard Collector's Box. The box is limited to only 10,000 editions and will include *Biohazard 0, Rebirth, 2, 3, CODE: Veronica* and *Wesker's Report*. The collection box will cost around \$250 in stores, although expect to pay significantly more than this if you're thinking of importing.



GAMECUBE CHARTS

WEEK ENDING 21 JUNE '03

Unsurprisingly the crazy cel-shaded *Naruto* has shot to the top of the charts, but how is *Zelda* still topping the US list?

JAPANESE CHART

POS	LAST	TITLE	PUBLISHER
1	NEW	NARUTO	TOMY
2	1	SOUL CALIBUR II	NAMCO
3	NEW	DOKAPON DX	ASMIK ACE
4	6	ZELDA: THE WIND WAKER	NINTENDO
5	2	SHAMAN KING: SOUL FIGHT	BANDAI
6	5	THE BASEBALL 2003	KONAMI
7	3	P.N.O3	CAPCOM
8	4	ROCKMAN EXE TRANSMISSION	CAPCOM
9	7	NINTENDO PUZZLE COLLECTION	NINTENDO
10	10	WINNING ELEVEN 6	KONAMI

US CHART

POS	LAST	TITLE	PUBLISHER
1	1	ZELDA: THE WIND WAKER	NINTENDO
2	2	METROID PRIME	NINTENDO
3	NEW	SPLINTER CELL	UBI SOFT
4	NEW	DEF JAM VENDETTA	EA
5	NEW	THE SIMS	EA
6	3	SUPER MARIO SUNSHINE	NINTENDO
7	4	SUPER SMASH BROS MELEE	NINTENDO
8	NEW	SKIES OF ARCADIA LEGENDS	SEGA
9	7	MARIO PARTY 4	NINTENDO
10	NEW	007: NIGHTFIRE	EA





CHIBIROBO

A game charged full of Eastern promise

Fledgling developer Skip is an increasingly rare commodity — a Japanese leftfield maker of niche games that actually receive a Western release. Having previously given an exploratory twist to the RPG genre with *Giftpia*, Skip has now decided to go against the trend for colossal mech-suited robots and make a miniature robot title instead.

Chibirobo actually means 'small robot' in Japanese and that's exactly what you control — a 10cm-high, metal-cased automaton. As a diminutive chibirobo, you're staying in a professor's mansion as burglars arrive to try and steal your creator's finest invention — a conscious robot. It's up to you to protect and rescue the Prof, only being so small in stature means that navigating your master's house takes some ingenuity, especially seeing as you need to keep recharging your batteries by using the plug that dangles from you.

In fact, just controlling a chibirobo takes some consideration. Using an on-screen cursor pointer that turns green to encourage movement and investigation and a red cursor to cancel or dissuade from curiosity, you essentially lead your android in a Lemmings-like fashion, commanding him to where you want him to go.

Interestingly, your chibirobo will learn from your style of command and behave accordingly. Control erratically and your robot will start acting unpredictably whereas if you provide straightforward and useful commands, your avatar will begin to learn new abilities and gain access to new areas. As you read this *Chibirobo* will have launched in Japan, and we'll have the full review next issue.



"If I plug myself into the electricity will I come alive as well, Mummy?" We can see the headlines already...



TAK AND THE POWER OF JUJU



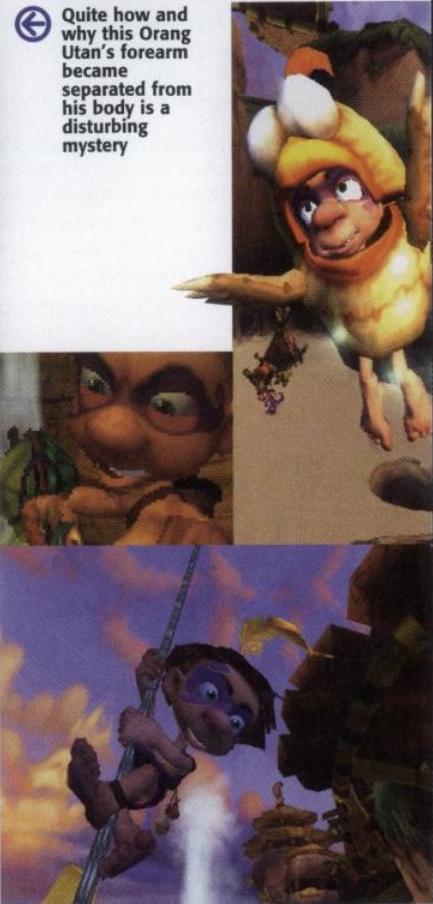
Meet THQ's new mascot

IN VIDEOGAME HISTORY it's only mainly been your Sonics or Marios that get translated from code to celluloid but with Tak, THQ's bowl-cut-sporting, rattle-carrying, monkeyboy-cum-apprentice-magician, they're doing things differently. In partnership with Nickelodeon, a cartoon will be drawn around this character, but only when the game is finished. Obviously, there are high expectations about what developers Avalanche Software can achieve with this 3D platform puzzler.

So far at least, we're told there'll be ten levels, a wealth of well-animated animal characters in each location and magical abilities that help you solve puzzles — and your inventory includes a pole vault, a blowpipe, explosive eggs and a chicken suit. Yes, it's obviously a title aimed at kids and it doesn't seem to be offering anything massively out of the ordinary, but it may turn out quite decent.

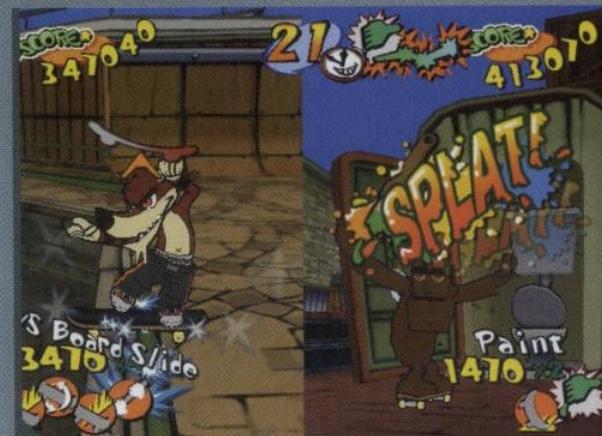
CUBE

Quite how and why this Orang Utan's forearm became separated from his body is a disturbing mystery



GO! GO! HYPERGRIND

Ren & Stimpy meet Tony Hawk



REMEMBER THE GROSS-out cartoon *Ren And Stimpy*? You know, with that fat red oblong of a cat, the skinny chihuahua and the "Happy, Happy, Joy, Joy" song? Well, Spumco, the makers of the series, have gone and turned their artistic hand, appropriately enough, to a toon-skated game.

Go! Go! Hypergrind features 12 controllable and unique skaters fresh from the warped minds of Spumco with the premise being that the animators are auditioning wacky characters to appear in their upcoming videogame (oh, the irony). Extreme sports gamers familiar with the chairman of the board, the *Tony Hawk's* series, will feel instantly at home with the controls — only points are awarded not just for big combos but also for decapitation, blowing yourself up with dynamite and getting drowned in crap. Basically, the more of a hazard you make of yourself, the more your crashes make onlookers wince and the more you disregard life and limb, the better. A very sick twist, but one we're certainly looking forward to. More on this in the next few months...

CUBE COMPETITION

WIN! WIN! WIN!

COMPETITION

WIN A WINTER WARIO WORLD!

Win a GBA SP, GameCube, GameBoy Player & a copy of *Wario World*

WITH THE RELEASE of the fantastic *Wario World* this month, we've teamed up with our good buddies over at Nintendo Australia to give away some fantastic prizes.

For one lucky reader (oooh, it could be you, yes you!) we have a GBA SP, GameCube (plus cable), a GameBoy Player and a copy of *Wario World* to give away. Pretty awesome we know you'll agree.

But that's not all, as four runners-up will receive a copy of the game to play to their hearts content.

FIRST PRIZE

- 1 x GameCube
- 1 x GameBoy Advance Sp + link cable
- 1 x GameBoy Player
- 1 x *Wario World* for the GameCube

RUNNERS UP

- 4 x Runners-up prizes of a copy of *Wario World* for the GameCube

HOW TO ENTER

So what do you have to do to win this amazing prize? Simple, just answer the following question and send it to us at the address below by the 1 September 2003.

Q) WHAT IS THE NAME OF MARIO'S BROTHER

Send your answer, along with your name and address to:

IT'S A WARIO WORLD CUBE MAGAZINE PARAGON PUBLISHING PTY LTD PO BOX 1564, SYDNEY, NSW 2001

Nintendo Competition Terms & Conditions

1. Information on 'how to enter' and prizes form part of conditions of entry.
2. Entry is open to all residents of Australia (and New Zealand) except employees and immediate families of the promoter, associated companies and agencies.
3. The competition commences on Friday 25 July, 11.00am.
4. Prizes and values are as follows, 1 x GameCube \$289, 1 x GameBoy SP \$199, 1 x GameBoy Player \$49.95, 5 x copies of *Wario World* valued at \$99.95 each. Total prize value \$1040.
5. Prizes are not transferable or redeemable for cash.
6. The judges' decision in relation to any aspect of the competition is final and binding on each person who enters. Chance plays no part in determining the winner. No correspondence will be entered into.
7. Winners will be notified by mail.
8. All entries become the property of the promoter. The entries may be entered into a database for future promotional marketing and publicity purposes, unless otherwise stated by the entrant. The promoter reserves the right to publish photographs of the winners.
9. The promoter shall not be liable for any loss or damage whatsoever suffered, including but not limited to direct or consequential loss, or personal injury suffered or sustained in connection with the prizes. Any change in value between the publishing date and date the prize is claimed is not the responsibility of the promoter.
10. The promoter is Paragon Publishing.



RUMOUR MILL

MARIO KART ONLINE?

GameSpy has stated that using its tools to program networked play features can take only a few days. So seeing as *Mario Kart* already incorporates LAN-based link-up play, the data-transfer logistics of implementing multiplayer games on the Internet are really quite straightforward. In fact, pretty much all that's needed other than the intended set up of a Broadband connector and link-cable, is an online hub to visit and select playing partners.

Nintendo hasn't given up on online gaming, it's merely sceptical about whether enough gamers are interested to make it profitable. After all, only a small percentage of gamers have access to a broadband connection. But whilst the official line regarding its future plans omits any mention of online gaming, developers are about to receive not just middleware from GameSpy, but also tools from Access, another established provider of software that enables internet gaming and downloadable content. Nintendo is undoubtedly taking serious steps towards networked gaming and whilst there's no official mention of any titles that'll be online-compatible, don't be surprised if *Mario Kart* is the first!

Even if Nintendo doesn't make *Mario Kart* online-compatible, hackers certainly will

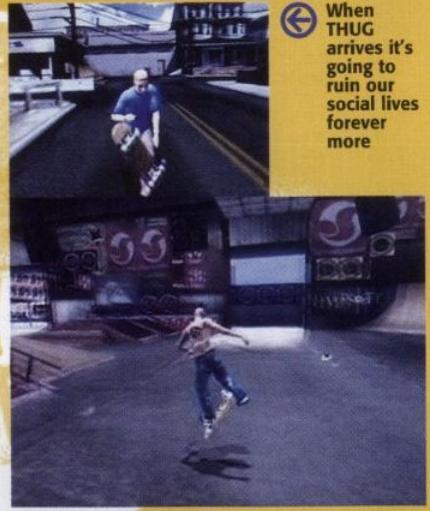


TONY HAWK'S UNDERGROUND

Sk8er boi turns THUG...

A FIFTH VERSION of Neversoft's criminally playable *Pro Skater* series was always inevitable, but a lot less obvious is the direction the series is going: think *Tony Hawk's Underground* will of course still feature tricks, an addition being customisable ones you can name yourself (**CUBE**'s already called its signature move the '180 Backside Chaffing Weasel'), but the most noticeable change is what you can do off your board. Tony can now wander freely round cityscapes, shimmying up drainpipes, breaking-and-entering and stealing cars to reach previously inaccessible areas!

Another interesting addition to these life modes is the ability to play as yourself — as how you actually look! Although the details are still to be confirmed for the GameCube version, we suspect that you might be able to snap a photo of your mug using a GBA and download it via link-up cables. The *Pro Skater* games have always got better in each new iteration, and with this, the biggest shake up so far, *THUG* promises to be the very best skate game yet. **CUBE**



When **THUG** arrives it's going to ruin our social lives forever more

IT'S SO INCREDIBLE!

WHO WANTS TO BE THE HULK?
Everyone of course and now's your chance as we've teamed up with our friends at Vivendi to give one lucky reader the chance to win a copy of the game and a pair of Hulk fists.

To win this beaut prize just answer the following question and send it to us at the address below by 1 September 2003.

Q) What was the name of the actor who played Bruce Banner in the original TV series?

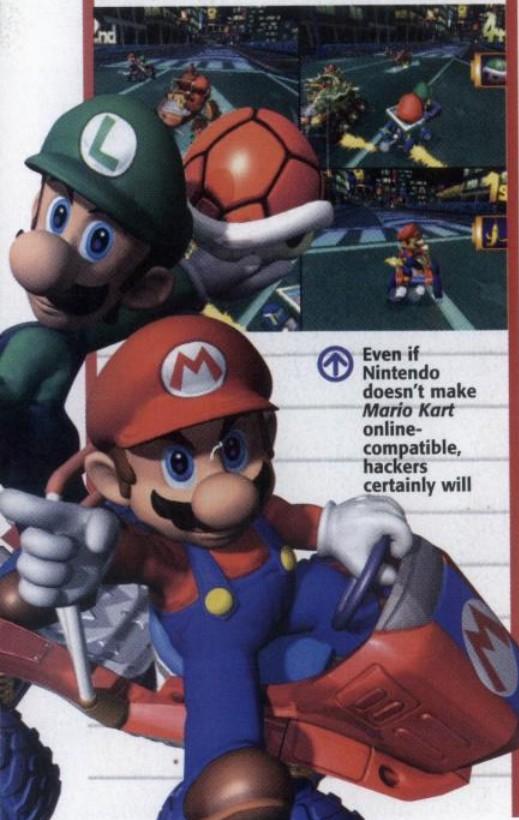
Send your answer, along with your name and address to:

It's So Incredible

CUBE

**Paragon Publishing Pty Ltd
PO Box 1564, Sydney, NSW 2001**

**WIN!
HULK FISTS
AND A COPY
OF THE HULK
GAME**



IS NINTENDO OUT OF TOUCH?

Nintendo's E3 showing has thrown up more questions than answers...



The launch of *RE Zero* was a rare example of decent Nintendo collaborative advertising

IT'S ALWAYS BEEN the case that the Winter season does for software releases what icebergs did for the Titanic but, lack of games or otherwise, during these next couple of months we suspect that many gamers will still think there's very little available for GameCube. Which is a shame because looking at the quality of games that have come out in the first half of the year - *Metroid*, *Zelda*, *Resident Evil Zero*, *Monkey Ball 2* - the GC should be selling by the truck-load.

This is a point not lost on Nintendo. "Our software has not been widely accepted by consumers," noted Ken Todoya, Japanese public relations head for the big N. **CUBE** thinks this lack of sales isn't so much an issue of game quality as image and marketing – after all *Metroid* and *Resident Evil Zero* are hardly typically 'kiddy' titles. Although Nintendo recognises this problem, finding the solution is an entirely different matter. However, one thing we think won't help its cause is its attempts to prevent the sale of imported games in the PAL areas, especially in the case of *Animal Crossing*, which isn't even being released over here!

As the next big PAL game launch this year is *Soul Calibur II* in August, it's no wonder GC gamers will want to import the likes of *Viewtiful Joe*, *F-Zero GX* and *Mario Kart*. Spending resources on trying to prevent your most devoted fans from buying your games whilst simultaneously reducing the profit made by stores who stock your goods seems almost self-destructive, and is something that Sony and Microsoft simply don't bother about. Instead, why not increase advertising and make the focus on desirability, ramp up the localisation schedule... or why not just get more games out?

CUBE



Metroid helped shift a load of GameCubes, but it didn't last for long



GCN GAMECUBE NEWS

FINAL THOUGHT...

DO YOU OWN a GBA? Do you own the GC link cable? Do you know three other people with GBAs and link cables? Chances are you didn't answer yes to all these questions. It's likely then that you won't be particularly fussed about the launch of connectivity titles such as *Four Swords*, *Tetra's Trackers* and *Pac-Man*. In fact, working at **CUBE** we're surrounded by gamers and even we don't imagine spending much time with these games (on their current showing at least).

After well over a year of the GameCube being on sale Nintendo should, in an ideal world, be giving us glimpses of the next Mario and Zelda game, maybe crafting a new franchise or at least updating and enhancing its back catalogue and getting more 'must-have' games on the shelves. Instead there's a focus on using the notoriously hard-to-see GBA screen as a gimmick to prop up games that look like SNES titles using an inferior controller of a portable machine. Happily, however, a look at the post-winter software schedule that isn't expressly designed to link multiple machines still holds an awful lot of promise. Frankly though, as for how connectivity games are shaping up, we're not impressed.



The Hulk Competition Terms & Conditions

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4. Prizes and values are as follows, 1 x Hulk game \$99.95, 1 x Hulk fist \$39.95. Total prize value \$140. Prizes are not transferable or redeemable for cash.
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9. The promoter is Paragon Publishing.



DID YOU KNOW... SPHINK LOOKS LIKE A HUMAN IN EVERY WAY, EXCEPT HE HAS A TAIL...

Your chance
to walk
like an
Egyptian...

CUBE

INFORMATION

SPHINK

PUBLISHER: THQ

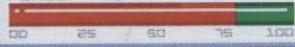
DEVELOPER: EUROCOP

ORIGIN: US

GENRE: PLATFORM

PLAYERS: 1

PERCENTAGE COMPLETE



TOTAL GAMES: 100 MOVIES: X PICTURES: ✓



A BIT OF PREVIOUS

007 NIGHTFIRE
GAMECUBE



HARRY POTTER & THE COS
GAMECUBE

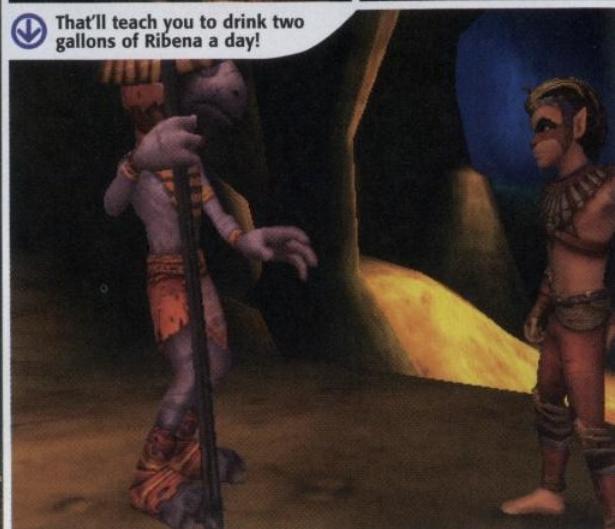
40 WINKS
PS2



What the world is waiting
for - the ultimate hero!



That'll teach you to drink two
gallons of Ribena a day!



SPHINK

A new platform hero emerges and he's brought his mummy along too. Welcome to the world of Sphinx, not at all like the Wind Wak... (snip)

WHEN MAJOR COMPANIES

announce brand-new platform-style adventures, alarm bells tend to ring. But *Sphinx* is a different kettle of fish altogether. Instead of cobbling together a hefty dose of clichés using a second-hand engine, Eurocom has created a huge engine for this game alone and you can instantly see the care and work that has gone into making the world of *Sphinx* as immersive as possible.

Whilst obviously having an Egyptian flavour, *Sphinx* is set in a fantasy world where the developers have really let

THE COMPANY LINE

"DEEP GAME WITH A
COMPELLING
STORYLINE, 15+
ABILITIES AND
INTERACTIVE
ENVIRONMENTS YOU
CAN UTILISE FOR
ABILITIES"

THQ PRESS RELEASE

CUBE TOUCHÉ

Utilise for abilities, eh? Answers on a postcard to the usual address.

An electrifying experience. I
can feel it in me bones!



Behold the majesty of the world of *Sphinx*. Lovely. Of course, the environments are full of dangers, so there's little time to stop and stare

Platform history has taught us that if you come across a glowing light, just walk into it and something magical and mysterious will happen



He might look like a weakling, but that doesn't stop Mummy from finding secrets under rocks!

The game is full of bizarre and twisted enemies such as these nasty blue fellas. What they are is anyone's guess. Best avoided.



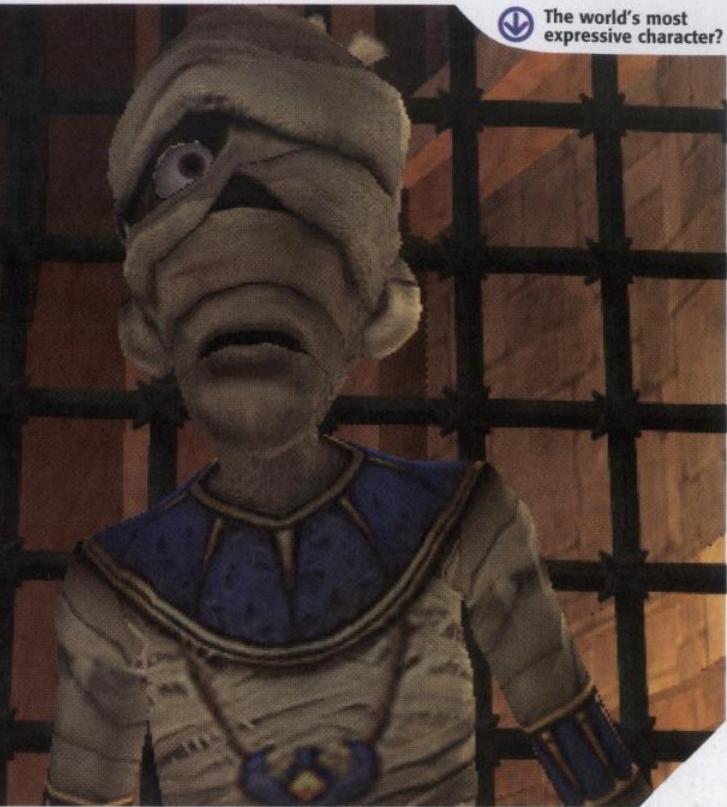
their imaginations run wild. There are over 50 enemy types to defeat so it's lucky that Sphinx himself has plenty of weapons to aid him. The most original of these are Capture Beetles – imagine a bomb that can be guided to wherever you wish and then detonated, but shaped like a beetle. Very clever, very cunning. Bouncing darts help reach awkward spots and normal darts act rather like Link's bow and arrow. Ah yes, Link.

You can't really discuss *Sphinx* without pointing out the similarities to the masterpiece that is the *Wind*

MUMMY DEAREST

HE AIN'T QUITE ALIVE BUT THEN HE AIN'T QUITE DEAD EITHER

If you think that the main character of *Sphinx* is rather too serious and straight-faced, then maybe Mummy will be more up your street. Our bandaged hero must be one of the most unlucky people ever – throughout the game he's constantly getting flattened, electrified, turned to stone – you name it, it probably happens. This is not just for comedic effect though – for example, the electricity can help Mummy activate switches that allow you to reach the next level. The levels which feature the mummy will take a bit more brainpower too, but at least you don't have to worry about him falling off things – he can't be destroyed!

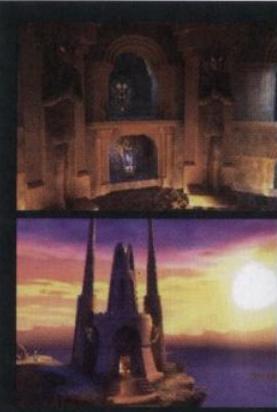


The world's most expressive character?

Waker. The inventory system is lifted wholesale and the Treasure Chests and grab/pull mechanics are also present. Yet, *Sphinx* still maintains a personality all of its own. The character of Sphinx is superbly animated, although a little distant to really empathise with; the real fun comes when you step into the bandaged shoes of The Mummy – suddenly you cannot die, but this doesn't help you solve the fiendish puzzles he encounters.

On first play, *Sphinx* is looking mighty fine. Let's hope Eurocom can deliver on this early promise.

CUBE



A GRAND AFFAIR

Egypt ain't no small town

One of the most impressive things that strikes you instantly about *Sphinx* is just how huge the environments are. Instead of small areas that all follow on from each other, many of the levels in *Sphinx* start out at a main hub where most of the doors are locked. By investigating the open areas, you'll discover levers and switches that must be activated in order to open the next section. Anyone who's played *Zelda* should have no problem getting used to this system. Some of the levels where you are up high looking down on the action are truly breathtaking – this is GameCube art!



Many happy returns my dear brother. It's strange that I don't remember such excitement on my birthday.

This little guy will soon have the misfortune of becoming the Mummy...

CUBE EXPECTATIONS

OBVIOUS INFLUENCES BUT LOOKING TOP ALL THE SAME



- Huge environments
- The Mummy is a classic comedy character
- Soaring orchestral soundtrack
- Shamelessly "borrows" from *Zelda*...

CUBE

INFORMATION

SONIC HEROES

PUBLISHER: SEGA

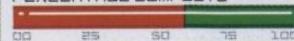
DEVELOPER: SONIC TEAM

ORIGIN: JAPAN

GENRE: PLATFORM

PLAYERS: 1

PERCENTAGE COMPLETE



TOTAL GAMES FREE MOVIES PICTURES



A BIT OF PREVIOUS

SONIC ADV. 2:

BATTLE

GAMECUBE

NIGHTS...

INTO DREAMS

SATURN

SONIC THE

HEDGEHOG

MEGADRIVE



We could be Heroes

SONIC HEROES

Two may be company, but three's the magic number in Sonic's latest caper!

SOME LONG-TIME fans of the *Sonic* franchise are quite understandably upset with Sonic Team's recent steps into 3D gaming. The Dreamcast launch title (and later GameCube release) *Sonic Adventure* thrust the speedy blue hedgehog into a pseudo-realistic world that felt awkward and forced, and the same applied to its sequel. However, it seems that Sonic Team have listened to the fans in developing *Sonic Heroes* – a fast-paced game that does away with the much-criticised adventuring aspect of past *Sonic* 3D games and instead lets you

blast through colourful worlds at great speed, each with that unique Sonic Team flavour and totally devoid of following vague radar signals and digging around for emeralds

Bearing similarities to *Knuckles Chaotix* and the never-released *Sonic Crackers*, rather than playing as a single character you instead control three at the same time. It sounds complicated, but the gameplay structure makes things easy. While running around the roller coaster levels each of the characters enters into a 'formation', the action of which is defined by the lead player. For instance, if Sonic takes charge then the team forms into a

Red Arrow type pattern and runs at incredible speeds. If Tails is in the lead then the group shifts into a vertical pose and increases their jumping skills, (Sonic and Knuckles hang onto Tails' hands in this situation) and with Knuckles at the front you're extremely strong, able to bash through tough walls and dispose of enemies with ease.

There were only two levels on show at E3 and both were obviously at a very early stage – visually, they looked rough compared to other Sonic Team titles on show such as *Billy Hatcher*, but the gameplay mechanics are strong enough to have delivered an entertaining demo regardless. One memorable section in particular had the team jumping into a rocket-shaped kart and going for a spin at high speed.

The team can utilise Tails' limited flying ability to clear areas



Knuckles is never averse to 'putting it about' when the need arises

FIRST REACTION
It looks like Sonic Adventure 3 to us! But what's this...? Three characters all under control at once, are they crazy?

Using three characters simultaneously gives a unique look and feel to proceedings

THE COMPANY LINE

"EACH TEAM BOASTS MULTIPLE SPECIALISED STAGES WITH UNIQUE MISSIONS AND CG MOVIES DRIVING EACH 'TEAM' STORY FORWARD"

SEGA PRESS RELEASE

CUBE TOUCHE

Stories? In a platformer?
Here we go again...

Of course, given the vast array of characters that Sonic Team has introduced into its games over the years you're not limited to playing solely as the do-gooders. In total there will be four teams to control, although the only details we have so far is that there'll be an all-female group led by Amy and that the 'Dark' characters from *Sonic Adventure 2* will return. Whether or not this means that each level will be tackled differently using skills specific to each group or if they each get their own levels is unknown at the moment since SEGA is being very secretive.

Sonic Heroes looks to carry on the theme of teamwork and friendship that Sonic Team manages to work into all of its games (the whole concept of *PSO*, the final level of *NIGHTS... Into Dreams*, *Sonic Chaotix*...) but the unique way that it's handled means there's a lot of scope for some very cool features – think multiple routes through levels, or being able to tackle puzzles in lots of different ways, for instance. Let's hope that Naka and co don't over-complicate things and instead deliver a tight, focused, cunning game that stays true to the roots of the franchise.

CUBE

PAST MISTAKES

ROLLING WITH THE CREW

They're cool games, but there are some heavy criticisms that can be levelled at *Sonic Adventure 1* and *2* – namely the levels that aren't based around Sonic. Now, we're not biased against non-blue characters or anything. It's just that the Sonic levels are speedy affairs, showing off the programming skills of Sonic Team and playing exactly like the classic Megadrive *Sonic* games, albeit in full 3D. The supporting cast's levels, however, are generally slow-paced and boring, asking you to follow radar signals and dig the ground, run around with a hammer or even fish. This kind of thing may work in *Mario* titles, but *Sonic* games have always been about speed and attitude.

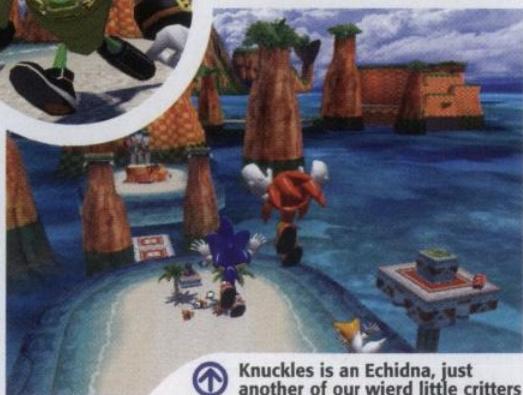
It's a shame because the Sonic levels (and Shadow's too, if you want to get picky) have shown the potential for amazing 3D *Sonic* games. However, saying that, there is a reason that *Sonic Adventure 1* and *2* have been such huge sellers – the overall package, with all of the extra little details like the addictive Chao Breeding, are quite stunning, and the games themselves are huge. Here's hoping *Sonic Heroes* will rectify these problems and deliver the definitive 3D *Sonic* experience.



"RATHER THAN PLAYING AS A SINGLE CHARACTER, YOU INSTEAD CONTROL THREE AT THE SAME TIME"



Which crew will win the day?
Our money's on Sonic's boys



Knuckles is an Echidna, just another of our weird little critters

CUBE EXPECTATIONS

FINALLY! AN ORIGINAL SONIC GAME ON THE GAMECUBE!



- ⊕ Tighter, gameplay than *Sonic Adventure*
- ⊕ Scope for very clever levels
- ⊖ Looks a little rough around the edges
- ⊖ Could prove a little shallow

■ Opinion is split over this one. Some of us can't wait to get our hands on a brand-new adventure that promises lots of speed, but there are concerns over the structure. The idea of playing as a team makes things more complicated and sometimes looks rather weird. Or do we just pine for *Sonic*-based *Sonic Adventure* levels?

Getting 'board' of videogames?

CUBE

INFORMATION

MARIO PARTY 5

PUBLISHER: NINTENDO

DEVELOPER: HUDSON

ORIGIN: JAPAN

GENRE: PARTY

PLAYERS: 1-4

PERCENTAGE COMPLETE



TOTAL GAMES FREE

MOVIES X PICTURES ✓

AUSTRALIA 04 '03 JAPAN 04 '03 USA 04 '03

A BIT OF PREVIOUS

MARIO PARTY 4

GAMECUBE

MARIO SUNSHINE

GAMECUBE

PIKMIN

GAMECUBE



MARIO PARTY 5

Mario may be scoring a point but he doesn't look happy!



FIRST REACTION
It looks like more of the same to us... but is this necessarily a bad thing? Needs some innovation though.



What on earth can they be doing in a hotel?

More mini-games to generate a healthy spirit of competition between friends, or is the party over?

THE MARIO PARTY series started life on the N64 and have always had a place in the hearts of gamers. In PAL territories it's rare to find anything other than Nintendo's famous franchise in the party game genre, and considering the amount of fun that can be had with them, this comes as perhaps a little surprising.

Mario Party 4 on the GameCube was a nice enough diversion but it lacked a certain something – a reliance on luck and lack of strategy once on the board let it down. With *Mario Party 5* it seems that the developers have taken these criticisms on board as they strive to please jaded gamers everywhere. As well as over 60 new mini-games to take part in, there

will also be a special feature that allows you to change around events places on the board, thus manipulating other people's turns. This should prove to be a welcome feature for those who regularly play with friends, and those who don't will be pleased to hear that the one-player game is set to receive all kinds of updates and features, including the ability to play against enemies who take their turns all at once, allowing you to get back into the game quickly.

The visuals, as ever, look simple but cool, perfectly capturing the Mario Universe, but one thing we're ever so slightly puzzled about it is the setting of the boards. Dream World for example could be Subcon from *Super Mario Bros 2*. We'll find out at the end of the year.

CUBE



With this one Mario seems to be taking more than a few hints from Super Monkey Ball

THE COMPANY LINE

"COMPETE AGAINST THE KOOPA KID BRIGADE – A TRIO OF KOOPA KIDS WHO TAKE THEIR TURNS SIMULTANEOUSLY"

NOA PRESS RELEASE

CUBE TOUCHE

The return of the elusive blighters from *Super Mario World* perhaps?



He's behind you! Oh no he isn't...

CUBE EXPECTATIONS

ADDICTIVE ADVENTURE



+ Lots of new games

- Mario Party is getting stale

■ Best played with lots of people, the *Mario Party* series highlights have generally been off-screen rather than on. *Mario Party 4* suffered from a case of 'seen it all before' – hopefully Hudson has learned from this?

Power Rangers meets Final Fantasy
meets Virtual On. Mmmmkay!

FIRST REACTION
A surprising title both in what wasn't
expected, but also in what it
actually is. Hmmm. Capcom
from leftfield!
HIT!

206

Mech my day

CUBE

INFORMATION

GOTCHA FORCE

PUBLISHER: THQ

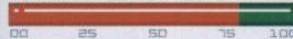
DEVELOPER: CAPCOM

ORIGIN: JAPAN

GENRE: MECH FIGHT

PLAYERS: 1-4

PERCENTAGE COMPLETE



TOTAL GAMES MOVIES PICTURES



A BIT OF PREVIOUS

RESIDENT EVIL 0

GAMECUBE

VIEWTIFUL JOE

GAMECUBE

P.N.03

GAMECUBE



THE COMPANY LINE

"VICTORY NOT ONLY
BRINGS GLORY BUT
THE REWARD OF
NEW UNITS"

CAPCOM PRESS RELEASE

CUBE TOUCHE

You win, you get more toys, you
smile. That's how it works.

GOTCHA FORCE

Will *Gotcha Force* be the Transformers while making Nintendo's *Custom Robo* look like GoBots?

AS YOU'LL READ elsewhere this issue, multiplayer gaming features heavily in Nintendo's plans for the year ahead. So it's rather fitting that Capcom, one of Nintendo's closest allies, is releasing a game that not only resembles *Custom Robo*, but is intended to be enjoyed by more than one player.

The Story mode of *Gotcha Force* can be played co-operatively – there's a four player head-to-head battle mode and meeting up with other owners is

encouraged as customised robots can be traded via memory cards. But what's it all about? Fighting, moiling, mauling... essentially it's a ruck. In a sentence, *Gotcha Force* is a 3D robot shooter-cum-deathmatch. Only there's over 100 different battle units each with their own strengths and weaknesses to be discovered and exploited, meaning that combat isn't the whole story – tactics, management, customisation and, of course, teamwork are also essential.

Those of you terrified of having to interact with others will be pleased to learn that *Gotcha Force* also caters for the single player with enemy AI that'll play alongside you. But playing solo means you'll miss out on the novelties of being able to link up two machines, Transformers-style, to create an über mech.

We're currently unsure about the appeal of what is undoubtedly a title aimed at youngsters, but *Gotcha Force* is an interesting prospect in that it seems to be mixing skill-based combat with the more cerebral charms of collection, customisation and trading.

CUBE



Given Capcom's current line-up of titles, the colourful arcade simplicity of *Gotcha Force* represents quite a change of tack

CUBE
EXPECTATIONS

LOOKS BAD, PLAYS WELL



- ⊕ Big special moves
- ⊖ Looks a bit simplistic

■ Okay, so it's a kid's game but it promises brains and brawn gameplay and, a favourite of ours, big robots. In fact some of the moves look quite impressive. Could it be a potential alternative to *Super Smash Bros*?

CUBE

INFORMATION

LOTR: RETURN OF THE KING

PUBLISHER: EA

DEVELOPER: IN-HOUSE

ORIGIN: US

GENRE: SLASH-'EM-UP

PLAYERS: 1-4

PERCENTAGE COMPLETE



TOTAL GAMES

MOVIES

PICTURES

A BIT OF PREVIOUS

NIGHTFIRE

GAMECUBE

FIFA 2003

GAMECUBE

F1 2002

GAMECUBE

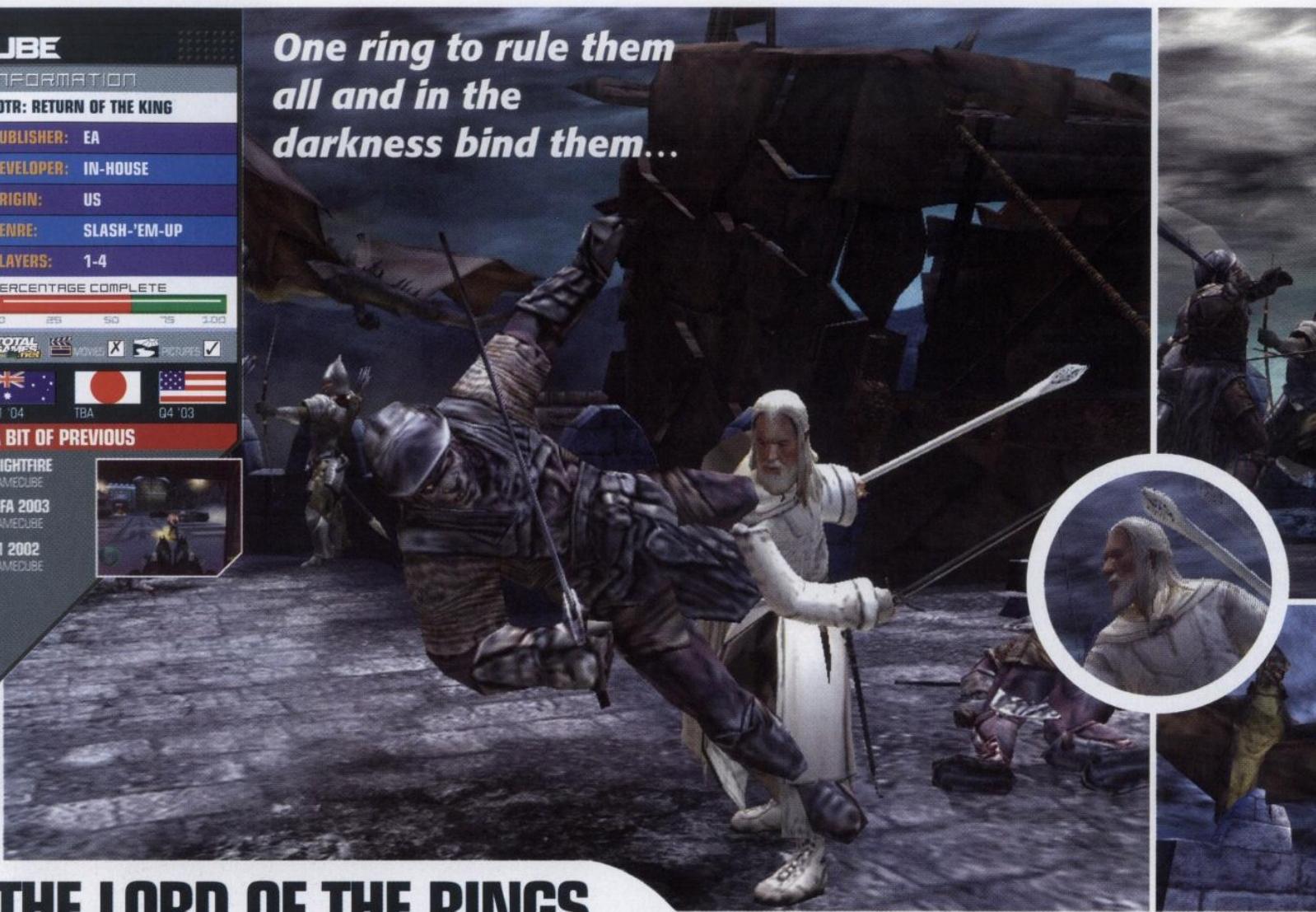
01 '04

TBA

04 '03



**One ring to rule them
all and in the
darkness bind them...**



THE LORD OF THE RINGS RETURN OF THE KING

THE COMPANY LINE

"IMMERSIVE ACTION AND ADVENTURE ELEMENTS SET IN RICH, INTERACTIVE LEVELS"

EA PRESS RELEASE

CUBE TOUCHE

You're not looking at the background
when you're fighting 10,000 Orcs

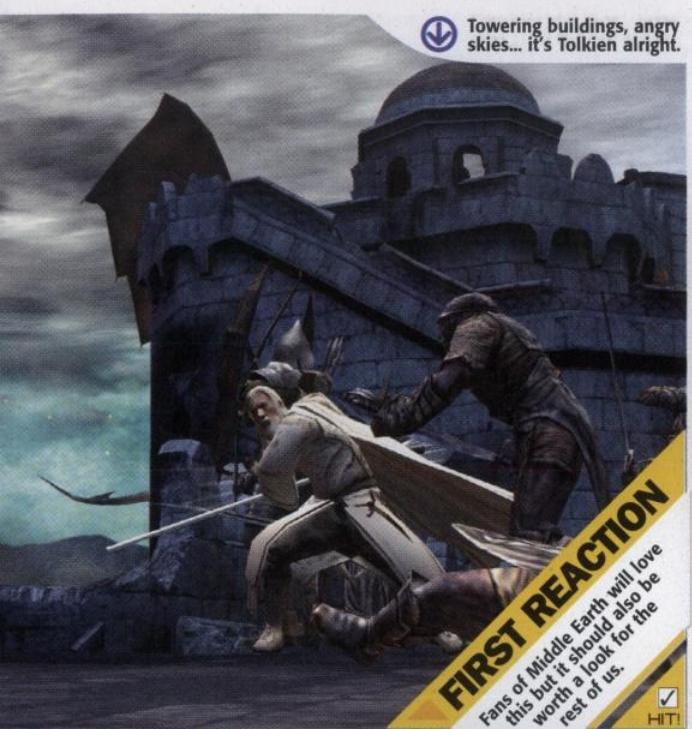
With still no sign of *The Two Towers'* DVD release, CUBE gets into the ring with EA's take on a right royal rumble...

ELECTRONIC ARTS MAY be characterised in the eyes of gamers as one of the worst offenders for repackaging mild enhancements to franchises and selling them on as brand new titles, but this view of the world's biggest publisher is no longer the case. As proof of this, the latest *Lord Of The Rings* title, *The Return Of The King*,

would no doubt sell a million or so even if EA added only a few cosmetic changes and an updated storyline. Instead though, it's refined the combat system, introduced multiple character paths and coded the welcome addition of a co-operative story mode. These three additions alone should be enough to keep ring fanciers happy, and for the rest

of us they should alleviate the predecessor's drawbacks of linearity and simplistic gameplay.

However, and as is often the case for film licences, one of the biggest draws of this game will be its recreation of the movie world. Where *Return of the King* will differ from its predecessor will be the unique branching storyline, where you play out famous acts from the third book. Control Gandalf and you'll be busy defending the walls of Minas Tirith. Aragon, Legolas and Gimli trek into the mountains to wake the army of the



"THE TEMPLATE OF THE GAME IS SUCH THAT YOU'LL NEVER BE ANYTHING LESS THAN ENTHRALLED"



Even when the chips are down our heroes never give up. That background looks a bit iffy though, don't you think?



He may be getting on, but Gandalf can still hit 'em where it hurts

Gandalf certainly looks more than a little old in this shot!



dead and sail into the Bay of Belfalas to provide essential backup in the War of the Ring. Of course, Sam and Frodo are not forgotten in all of this action and you'll have to accompany them through the evil land of Mordor in order to cast the Ring into the fires of Mount Doom. Anyone who's read the book will understand that this is no easy task.

These scenarios promise to be a big jump from what we've seen in previous games of the franchise, and will hopefully help to make this far less linear experience.

Continuing the film theme, we've been promised that never-before-seen exclusive movie footage will be included in the game accompanied by a musical score by Academy Award winner Howard Shore. That should get the pulses racing!

Controls-wise, combat and movement are set to complement these settings and level of detail. Whereas attacks were triggered mainly by the face buttons in the previous games, they're now all mapped onto the right analogue stick, making multi-directional attacks in a 3D environment much more satisfying and easy to perform. Enhancing your improved ability to fight are interactive environments that provide the backdrop for opportunities to swing from ropes, roll boulders and fire catapults. Look out for the in-depth review of *The Lord Of The Rings: Return Of The King* in a few issue's time.

CUBE

CUBE EXPECTATIONS

FINALLY! AN ORIGINAL SONIC GAME ON THE GAMECUBE!



- ⊕ Unseen movie footage
- ⊕ Great visuals and score
- ⊕ A Tolkien fan's wish come true
- ⊖ Still too simplistic?

■ For fans of the film, *The Two Towers* game was a fantastic experience. It was a great little package, and *Return of the King* looks set to build on that even further. Yes, it may well be a shallow gameplay affair, but the template of the game is such that you'll never be anything less than enthralled by it.

CUBE

INFORMATION

CELEBRITY DEATHMATCH

PUBLISHER: GOTHAM GAMES

DEVELOPER: BIG APE

ORIGIN: US

GENRE: FIGHTING

PLAYERS: 1-2

PERCENTAGE COMPLETE



TOTAL GAMES

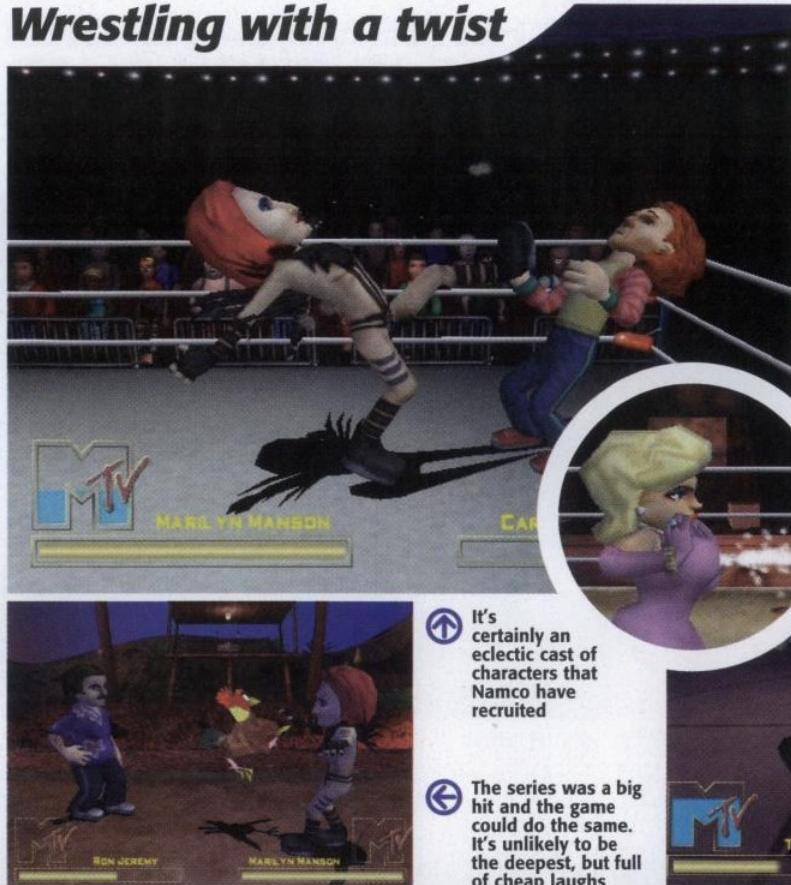
MOVIES X PICTURES ✓



A BIT OF PREVIOUS

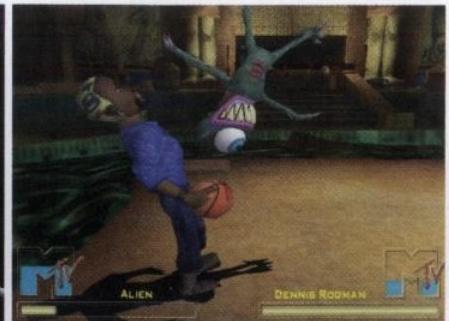
STARCKY & HUTCH
PS2PIGLET'S BIG GAME
GAMECUBE
THE GREAT ESCAPE
PS2

Wrestling with a twist



It's certainly an eclectic cast of characters that Namco have recruited

The series was a big hit and the game could do the same. It's unlikely to be the deepest, but full of cheap laughs



The first time you hear a game like this announced you're like "uh-oh", but now we're strangely intrigued

We've heard Motley Crue might be reforming the original line-up for a new tour? Woo-hoo!



FIRST REACTION

Clayfighter with celebrities? It's either going to be very good or very, very bad. Nevertheless, we're eager for more!

HIT!

CELEBRITY DEATHMATCH

If there's one thing more fun than watching celebs ripping each other's arms off, it's helping them do it

THE COMPANY LINE

"CELEBRITIES ARE PUT ON THIS PLANET TO ENTERTAIN US... WITH THEIR BLOOD!"

GOTHAM GAMES PRESS RELEASE

CUBE TOUCHE

Such a shame that we can't choose who goes in the ring! Jennifer Lopez... come 'ere!

MTV'S CELEBRITY DEATHMATCH, if you didn't already know, is a stop-animated plasticine spoof of wrestling featuring well-known celebrities doing extremely nasty things to each other. Since its first airing in 1997, line-ups have thrown together ill-matched characters such as Christopher Walken vs Gary Oldman, Marilyn Manson vs Charles Manson, Hanson vs The Spice Girls (remember them?) and Kevin Smith vs Kevin Costner. With its sick humour and references to pop-culture, to say that *Celebrity Deathmatch* is the best thing that MTV have done in years would be putting it lightly.

Celebrity Deathmatch is well-known for its over-the-top gory moves, so it only

makes sense that they remain intact for the videogame. Each character has one special to play with, which can only be activated once their opponent's health has been suitably beaten out of them. As usual, the moves are nothing short of inspired; Tommy Lee ripping out an opponent's guts and using them as a guitar or Mr T dropping that famous black van onto his helpless victim will make perfect sense to you after a few minutes in the ring. Likewise, the witty catchphrases will be abundant and backed up by commentators Nick Diamond and Johnny Gomez. (Who can also be unlocked as hidden fighters!)

*NSYNC, Carmen Electra, Ron Jeremy, Tommy Lee, Marilyn Manson, Anna Nicole Smith, Mr T, Jerry Springer, Dennis Rodman, Cleo, Busta Rhymes, Carrot Top, Cindy Margolis and bad girl Shannen Doherty are set to appear, all of them able to be deformed, bent, buckled and just generally slaughtered in as many

ways as you can think of. You'll also be able to create your own celebrity to gut as you please. Look out for a review soon.

CUBE
EXPECTATIONS

PERFECT THERAPY



- + Inspired characters and moves
- + Dismember Justin Timberlake

■ Pop-culture-saturated fighting with plenty of 'the beautiful people' taking a starring role. We'll be intrigued to see if this actually works, because if so it could well be a sleeper hit. And we can't wait to get in the ring with Ron Jeremy!

King of the hill or another piste artist? SSX 3

CUBE

INFORMATION

SSX 3

PUBLISHER: EA SPORTS BIG

DEVELOPER: EA CANADA

ORIGIN: US

GENRE: SPORTS

PLAYERS: 1-2

PERCENTAGE COMPLETE



TOTAL GAMES FINISHED: 1/300ES X PICTURES ✓



A BIT OF PREVIOUS

NBA STREET

GAMCUBE

FREESTYLE

GAMCUBE

DEF JAM VENDETTA

GAMCUBE

THE COMPANY LINE

"DISCOVER A COLOSSAL MOUNTAIN WHERE GAMERS WILL BE IMMersed IN A FREE-ROAMING SNOW PARADISE"

EA PRESS RELEASE

CUBE TOUCHE.

Are they selling a game here, or timeshare?

SSX Tricky was and remains arguably the best snowboarding game on the market. What more reason do you need to check out the sequel?

Rail-specific über-tricks will give you more grind options



FIRST REACTION
The freedom structure is very different to the totally focused style of *Tricky*. Looks great but will there be too much freedom? HIT!



SSX TRICKY WASN'T the best looking of games by a long chalk, however, it boasted a purity of gameplay that was captivating and hours could disappear looking for that elusive Gold Medal trick score on each of the deviously designed runs. Step up SSX 3, and this time EA has opted to give the player an entire mountain to explore. Three peaks are there to be conquered with dozens of possible routes to discover.

Six of the old SSX crew are joined by four new characters. Sadly, there's no Marisol in the new game (our hearts break), but expect the normal mix of fit girls and drop-outs. The visual experience is being hauled up to speed with the promise of snow that reflects light realistically and blows up in the breeze. Also, you can expect real-time shadows and all that stuff

that we really should be taking for granted by now.

The beauty of *Tricky* was the vast number of moves available at the touch of a button, especially the supercool Über-Tricks, and these have been pumped right up. There are now rail-specific Übers, handplants and board press tricks that will allow you, in theory at least, to string together infinite trick combos. Well, at least until you reach the bottom of the mountain, or more likely hit a tree.

More is also being made of the rivalries between characters, offering a story line angle to the proceedings which could be kinda cool. It was a nice idea that was left totally unexplored in *Tricky*.

If the EA Big team can work the same magic as before, this is gonna rock your world!

CUBE
EXPECTATIONS

AWESOME MOVES, DUDE



- + Even more tricks to master
- Potentially infinite course possibilities

■ A lick of paint to the visuals would have been enough to tempt a whole new audience, but EA have completely reworked it with loads more features. Losing the structured progress of *Tricky* could take some getting used to though.

CUBE

WWE WRESTLEMANIA XIX

CUBE

INFORMATION

WWE WRESTLEMANIA XIX

PUBLISHER: THQ

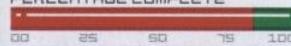
DEVELOPER: YUKE'S

ORIGIN: US

GENRE: SPORT

PLAYERS: 1-4

PERCENTAGE COMPLETE



TOTAL GAMES MOVIES PICTURES



Q4 '03



Q4 '03



Q3 '03

A BIT OF PREVIOUS

WRESTLEMANIA X8

GAMECUBE

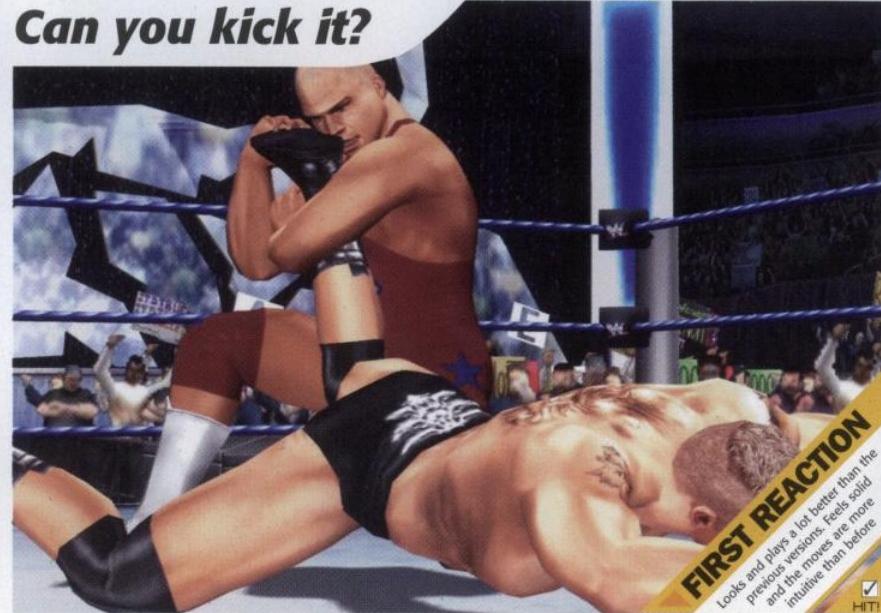
EVE OF EXTINCTION

PLAYSTATION 2

WWF ROYAL RUMBLE

DREAMCAST

Can you kick it?



FIRST REACTION
Looks and plays a lot better than the previous versions. Feels solid and the moves are more intuitive than before.



How can such a big man fit into such a small pair of pants. Ew!



There's no argument so big it can't be settled with a bodyslam

THQ are adding a healthy dose of much-needed depth as they go up against the rather good *Def Jam Vendetta*



Maybe wrestling is the only thing that's real in the whole world. Did you think of that? Paradoxical, huh!

The Hulkster really needs to start thinking about growing old gracefully, we reckon

THE COMPANY LINE

"PRESENTATION, IMPROVED SOUND, CAMERA ANGLES, TECHNOLOGY AND SPECIAL EFFECTS"

THQ PRESS RELEASE

CUBE TOUCHE:

How about having improved gameplay added to that?

WE'VE BEEN EXPECTING this one for a while. *Wrestlemania X8* was, quite frankly, a letdown for anybody weaned on THQ's N64 grappling titles due to severe gameplay problems such as bad collision detection and too much reliance on the old button-bashing. We're pretty confident, however, that THQ isn't going to let the same thing happen twice. *Wrestlemania XIX* (formerly X9) will be THQ's true entry into the GameCube arena, with improved, well, everything.

From what we could gather at E3, *XIX* won't be as fast as its predecessor, asking players to learn the timing of the moves at their disposal and where they're best used rather than trying to bang them out as quickly as possible. Other enhancements are also in place, such as body-specific damage. Essentially this means that if you damage a certain part of your opponent – such as their leg – then they will move more slowly and their health will deteriorate. We don't yet know if damaged limbs will have any bearing on the execution of moves though. A new feature representing a neat first in wrestling games.

The multiplayer modes will hold no surprises, but if you're playing on your own then you can expect all manner of

things to turn up. In the spirit of *Def Jam Vendetta* there'll be a Revenge mode (where you have to fight your way to the top of the WWE after being shamed and kicked out), a King Of The Ring mode, Royal Rumble and Path Of A Champion mode.

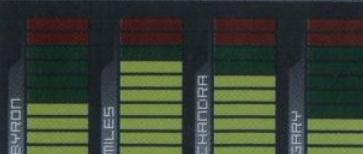
With completely redone character models, gameplay additions and a tweaked engine, this could prove to be the game that everybody thought they were getting when they bought *Wrestlemania X8*. We'll have a full playtest very soon.

CUBE



CUBE EXPECTATIONS

LOOKING MUCH IMPROVED



+ Over 50 wrestlers to play

+ Improved single-player modes

■ With this new iteration, the slower gameplay and number of moves will hopefully allow it to shine like its N64 counterparts did. It looks much more the part and feels infinitely better than its *Wrestlemania X8*.



CUBE PREVIEWS

KIRBY AIR RIDE

Big mouth strikes again

CUBE

INFORMATION

KIRBY AIR RIDE

PUBLISHER: NINTENDO

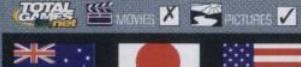
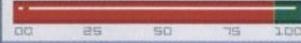
DEVELOPER: HAL LABORATORY

ORIGIN: JAPAN

GENRE: RACING

PLAYERS: 1-4

PERCENTAGE COMPLETE



A BIT OF PREVIOUS

SUPER SMASH BROS MELEE
GAMECUBE

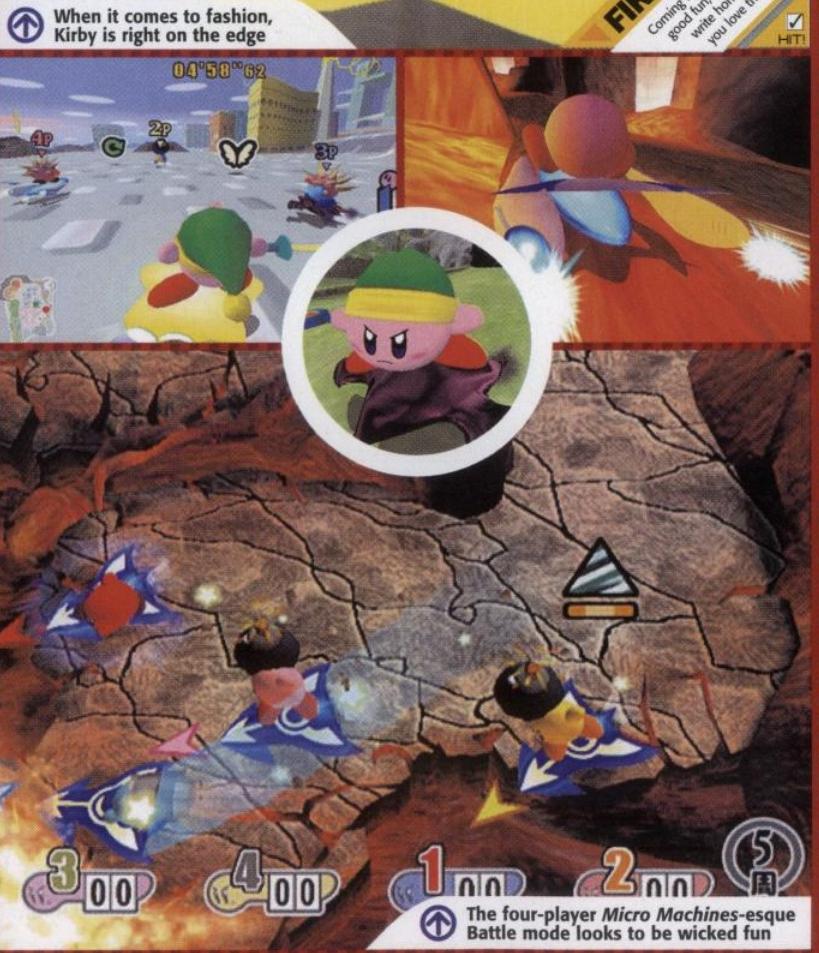


SMASH BROS
GAMECUBE
KIRBY'S DREAM LAND
GBA

237 vs 133



FIRST REACTION
Coming from HAL we know it'll be good fun, but it's hardly one to write home about unless you love the pink blob



When it comes to fashion, Kirby is right on the edge

THE COMPANY LINE

"GLIDE THROUGH THE AIR WITH NO ACCELERATION BUTTON"

NINTENDO PRESS RELEASE

CUBE TOUCHE

Now there's a selling point for you if ever we heard one...

Don't push him, 'cause you won't like him when he's hungry!

OKAY, WE ADMIT it – ever since this game was announced we've been a bit negative about it. Early shots looked ropey to say the least, and the early videos were slow, dull and lifeless. While the game is still a long way from becoming Game Of The Year™, HAL has put a fair bit of work in over the past few months, and Kirby's latest outing should be good, clean fun at the very least.

Kirby rides a Warpstar through the many races, with acceleration being computer controlled. The Warpstars come in a whole load of shapes and sizes, from Rocket Stars to Arwings to PokéShips. It's your job to steer, steal abilities and 'push' out of corners. This new cornering technique requires you to charge up through a corner and unleash a turbo boost at the right point. In trademark Kirby style you can eat enemies and items on the fly in order to assume their abilities. At the tap of a button the pink blob sucks in his prey, then turns around to show you his new moves.

New gameplay modes include the standard one-player Air Ride Championship, one-player City Trial Battle (all manner of *Smash Bros*-esque weapons), and more importantly, the many Multiplayer modes. They may not quite be ready to challenge *Mario Kart* or *Super Monkey Ball 2*, but they're near enough for our liking.

Kirby hits Japanese shelves in a few weeks, so you can expect a full, multiplayer shenanigan-filled review next issue.

CUBE

CUBE EXPECTATIONS

SIMPLE BUT FUN RACER



⊕ The Multiplayer will definitely be good
⊖ The graphics are colourful, but basic

■ There are plenty of Kirby fans out there, and there are even more *Smash Bros* fans around. This is more of the same – simple but rewarding gameplay. It'll bring a smile to even the most hardened gamers' faces.

CUBE IN-DEPTH



CUBE

INFORMATION

BEYOND GOOD & EVIL

PUBLISHER: UBI SOFT

DEVELOPER: IN-HOUSE

ORIGIN: FRANCE

GENRE: ADVENTURE

PLAYERS: 1

PERCENTAGE COMPLETE



TOTAL GAMES TESTED MOVIES PICTURES



Q4 '03



TBA



04 '03



Jade is bit of a Lara Croft type with her investigative journalism background

That maelstrom in the sky can only mean one thing - trouble...



Welcome to a land where pigs talk, and rhinos fix boats. No, really...

ABOUT THREE YEARS ago, just after work was finished on *Rayman 2*, Michel Ancel (the man responsible for creating the limbless hero) started work on two new projects. The first was *Rayman 3*, the second was a game that was

created in parallel with *Rayman 3*, yet wouldn't be released for another nine months. You'll find out why in a minute or two. This mysterious secret project was actually shown in a very early form at last year's E3. Going by the name of

Project BG&E, the state of the code left people more confused than anything else. There was very little to go on, and nothing more was heard of it... until now. A full year later, Ubi Soft is ready to talk about its next big game.

Beyond Good & Evil is very difficult to explain. You really need to see it in action to fully comprehend, but we'll try our best to fill you in. The game is centred round a headstrong young lady

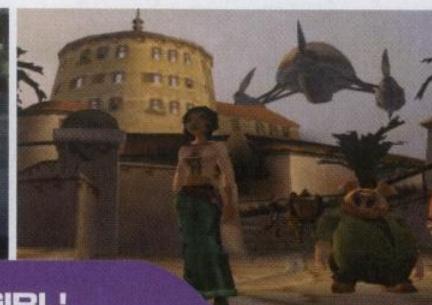
"THIS MYSTERIOUS PROJECT WAS SHOWN IN EARLY FORM AT LAST YEAR'S E3, WHERE IT LEFT PEOPLE MORE CONFUSED THAN ANYTHING ELSE"



BLACK ISLE



PEDESTRIAN DIS



GO GIRL!

WOMAN'S INSTINCT

Jade is the main character in *BG&E*. Armed with an Aikido Staff, she can look after herself if necessary, but most of the time she'll be relying on her inquisitive reporter skills to get her out of tight spots.



PORKY

MAHIN' BACON?

■ Payj is Jade's partner in crime, strictly in a professional sense, of course. He's a bit of an inventor, allowing Jade access to all sorts of gadgets and life-saving devices. Not bad for a giant ham in a pair of dungarees...

UGLY MUTHER

RAIN DOWN ON ME

■ The DomZ are the main enemy in *BG&E*. The decidedly ugly extra terrestrials rain down on the land in pods before transforming and consuming the general population. It sounds like typical sci-fi, but how do we know it's not real...?



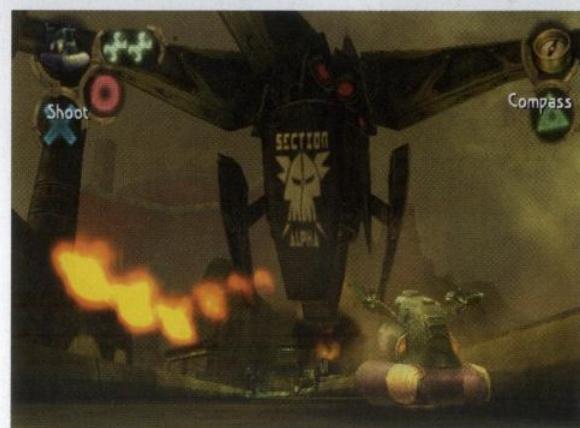
Some of the scenery in the game is beautiful



by the name of Jade. She's typically French in terms of design, and quite aptly has big green eyes. Jade is a small-time freelance reporter. If there's a story to be had, she'll be there, whatever the risks involved. In that sense she's quite like Lara Croft. Jade lives on the planet Hyllis (in a galaxy far away, naturally), a world that is being attacked more and more regularly by an alien race called the DomZ. These creatures rain down on the land and cause havoc, destruction and death.

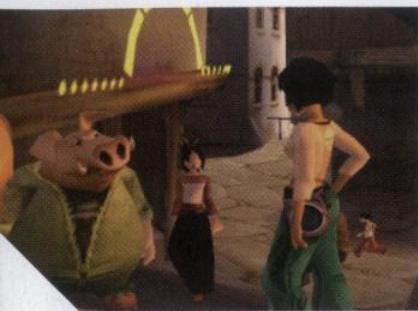
Jade has a partner of sorts in the form of Payj the pig. As you would expect, this pig can walk, talk and generally fix

anything that malfunctions (no, really). The two of them live in a modified lighthouse, along with a bunch of kids who have been orphaned by the DomZ. Also on the scene is the local police force, the Alpha Section. They always appear just as attacks are taking place, leading to suspicious mutterings, and eventually Jade is approached by a rebel organisation named IRIS. She accepts the job of uncovering the truth, which will require her to investigate and broadcast her finds to the world. Right, so there's the background stuff. Now to try and explain the game – that won't quite so easy...



Jade lives with some of the children orphaned by the evil DomZ

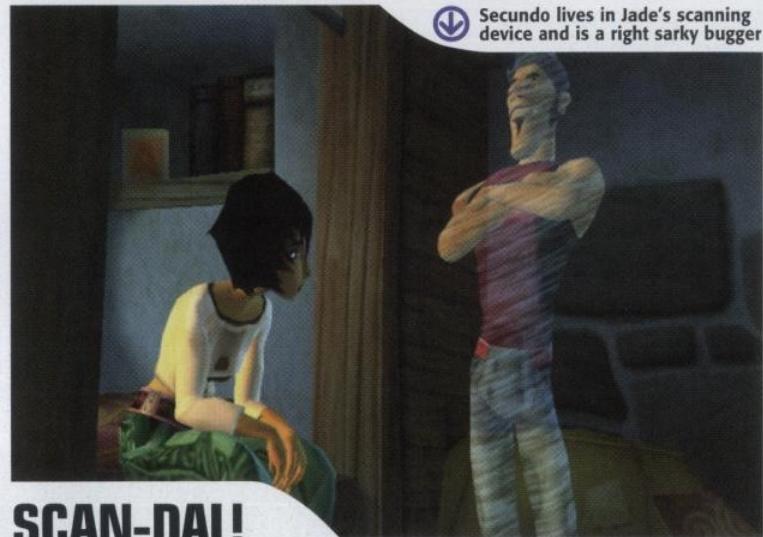
CUBE IN-DEPTH



A HELPING HAND

MISSION IMPOSSIBLE?

Most of Jade's missions are based around two characters in a *Resident Evil* Zero style. Wherever Jade goes, Pay'j follows, and a good job it is too, as Pay'j's inventions are invaluable. Some puzzles are as simple as using two people to push an object into place. This is done in a context-sensitive way – for instance, if you push a movable object Pay'j will automatically come and help you. If it's a special ability that's required, a tap of a button will see Pay'j use that ability to help you. For example, he can use his Rocket Boots to propel you seesaw-style to a higher ledge, or you can stand next to a wire fence and get him to use his wire cutters. It's all quite clever really.



Secundo lives in Jade's scanning device and is a right sarky bugger

SCAN-DAL!

IS YOUR SURNAME ARAN?

Whenever you pick up an object for the first time, Jade's scanning device (which fits snugly around her waist) will analyse it and tell you exactly what it is. Living inside the scanner is the holographic character Secundo. Much like the doctor out of *Star Trek Voyager*, this guy is sarcasm galore, but his informative side makes him invaluable.

Items generally include health power-ups, Hovercraft Shield replenishment and valuables dropped by enemies. All items can be allocated to X and Y so they can be used at the drop of a hat.



Jade's Aikido Staff automatically appears whenever a fight breaks out



The world of Hylis is made up of lots of small islands, so there are plenty of places for you to go exploring and adventuring



Well, this is either one of the puzzles you'll face in the game, or air hockey just arrived in Hylis. Probably not air hockey, mind



Beyond Good & Evil is an amalgamation of different gameplay styles. If a comparison were to be made, it's kind of a cross between *StarFox Adventures*, *Jet Force Gemini*, *Pokémon Snap* and *TailSpin* (the TV series). The game starts with a DomZ attack on Jade's lighthouse. Normally, the building's shields would provide adequate protection, but business has been bad recently and the electricity bills haven't been paid. Tsk, isn't that just typical? Anyway, the DomZ land and capture the children, meaning your first task is to defeat the DomZ.

You control Jade from a third-person viewpoint. Whenever enemies are nearby, her Aikido Staff will appear, allowing her to hack and slash her way out of trouble in a Fox McCloud style. Holding down the attack button will charge up the Staff for a

"WITHIN THE FIRST TWO HOURS OF THE GAME YOU'LL BE INTRODUCED TO FOUR DIFFERENT TYPES OF GAMEPLAY"



super attack. Other buttons in conjunction with a directional press see Jade dodging to the side, running or somersaulting. As far as fighting goes, that's it.

With the children rescued you need to find a way to fill your piggy bank and pay off the bill, otherwise you'll have no way of receiving freelance offers, and no way of fixing your damaged Hovercraft. It turns out that the Hyllis Biological Society is trying to document every species of animal on the planet in the event of the DomZ destroying everything. Close-up pictures of animals can therefore earn Jade a buck or two. There are numerous animals in the lighthouse grounds, and if you creep up quietly you can get close to the animals without scaring them off. With photos taken and electricity restored, it's time to check your email.

Ta da! There's a mission waiting for

your attention. You need to go over to the Black Isle and explore the old mines in order to get some pictures of a creature that has been seen in the deepest, darkest recesses of the mine. In order to get there you'll have to jump into your Hovercraft (Pay'j has fixed it following the DomZ attack).

The world of Hyllis consists of many small islands, and travel between them is undertaken either by boat or by plane. The Hovercraft is controlled in a similar way to Lupus in *Jet Force Gemini*. The craft has a speed boost and a laser cannon, and can be upgraded by visiting the Mamago Garage (run, of course, by a family of rhinos). No sooner are you out of the dock than another DomZ attack takes place. A massive serpent-like creature is attacking every ship in the harbour, and you need to chase it and

CRAFT-WORK

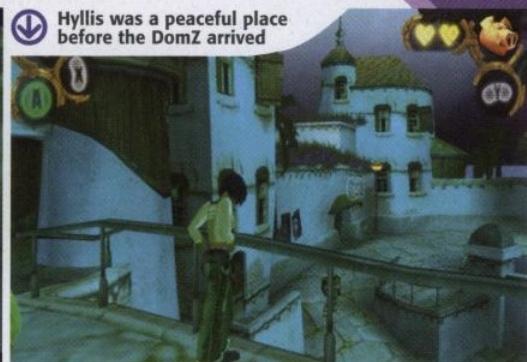
TAKE TO THE SKIES

Your main form of travel in the game comes courtesy of your Hovercraft. This starts off as a rickety old rust-bucket with minimal protection and firepower, but the Mamago Garage will soon see to that... for a price. The Rhino family deals in Pearls, which you can collect from DomZ encounters. Upgrades such as the Jump Kit allow you to clear the confines of the harbour and explore the rest of the world, whereas the mighty Space Engine allows you to jet off to the Moon!



Rhinos fix your transport in return for Pearls

Hyllis was a peaceful place before the DomZ arrived



shoot it down while avoiding the mines it drops.

After exploring the harbour area and the nearby city, you'll eventually get to the Black Isle. This is where the third-person adventuring starts properly. Jade must explore, fight and solve simple puzzles in order to progress through the dungeon and reach her goal.

This section accounts for the first two hours of the game (on first play), and already we've seen four different types of gameplay. While none of them excel at what they do, the different styles sit together very well in a bizarre but interesting world. As is the norm with Ancel games, the voiceovers and music are fantastic, as is the animation. There are a few problems with the framerate and cameras, but these will no doubt get sorted out before release.



CUBE

SAYS...

FIRST IMPRESSION

■ Things are looking good at this stage – we'll take a far more detailed look at the game towards the end of the winter when it should be nearing completion. Though the game itself is hardly taxing, the strong characters and varied gameplay styles will no doubt make for a great experience.

CUBE IN-DEPTH

CUBE

INFORMATION

FINAL FANTASY: CC

PUBLISHER: NINTENDO

DEVELOPER: GAME DESIGNERS STUDIO

ORIGIN: JAPAN

GENRE: ACTION RPG

PLAYERS: 1-4

PERCENTAGE COMPLETE

00 25 50 75 100

MOVIES PICTURES

AUSTRALIA 18 JUL '03 NOV '03

FINAL FANT CRYSTAL CHRON

"SEEMS TO BE A CROSS BETWEEN FFIII, SECRET OF MANA, CHRONO TRIGGER AND LORD OF THE RINGS"



Square-Enix lets us in on some amazing four-play

AS ALWAYS SEEMS to be the case with our In-Depths, **CUBE** is about to blow the lid on one of the GameCube's most-anticipated games of the year. For us, GameCube-exclusive software at this year's E3 was about just a handful of games – *Rebel Strike*, *Metal Gear TS*, *Mario Kart DD* and this. Square-Enix's first foray into the GameCube software market may be a decidedly arm's-reach attempt, but that doesn't mean that it's any worse for it. As regular readers will know, *Crystal Chronicles* is being developed by Game Designers Studio, a Nintendo-funded subsidiary of Square-Enix. Headed up by staff who have worked on *Final Fantasy I, II* and *Saga Frontier* (among others), the distance CC has had from the likes of *FF VII-XI* has done it the world of good. The end result seems to be a cross between *FFIII*, *Secret of Mana*,

Chrono Trigger and *Lord of the Rings*. Confused? Read on...

The story for CC goes something like this. The Crystal Chronicles are a set of stories that recount the travels of a group of adventurers. These adventurers set off on a quest to save their villages from destruction. You see, each village is protected from evil by a Mana-Water-ensued crystal. The crystal takes pride of place in the centre of the village. Every now and then (well, okay – probably every few thousand years) the crystal runs low on Mana energy, thus its protective aura wanes. The side-effects of this are that vile creatures begin to get closer and closer to the village and some even break through and attack. The only solution to this problem is to harvest a drop of Mana Water... that's easier said than done though. The main story starts in the village of Ciaran. The village

Elder summons adventurers from far and wide to undertake the dangerous task of finding the Mana Tree. Eventually four warriors arrive to represent the four races of the world. Headed up by local boy Ciaran (the blonde kid), the team begins the search, although they haven't actually the first idea of where to look. Going by rumours, age-old stories and myths, the team will eventually find their way to the Mana Tree... but if it were as easy as that, it wouldn't be much of a game now would it?

PREVIOUS

FROM THE MAKERS OF...

FINAL FANTASY II

■ It may be generations behind in terms of graphics, but the experience itself still lives up to today's standards.



ASY ICLES



MINI MAGICIANS

PILE ON THE EFFECTS

Since magic plays a huge role in any *Final Fantasy* games we've decided to dedicate a large amount of space to it. Just because CC is an Action RPG doesn't mean that this side of the game is any less impressive than usual – on the contrary, it has allowed the team to create a fresh new system. As explained elsewhere in this feature, players can use **L** and **R** to skip through the abilities in real-time. Among these abilities are the magic attacks. After selecting the ability you need to place the cursor over the area you want to hit. Tapping **A** will cast the spell (there will be a split-second delay while the spell is cast) and hit that area with Fire, Ice etc.

A standard tap of the **A** button will cast the most simple version of that spell, and it's unlikely that an enemy will be able to get out of the way due to its immediacy. You can, however, power-up your spell by holding down the **A** button. The longer you hold down the button the more powerful the spell will be. Remember though that once you start charging the spell your cursor will become inactive, thus the enemy will have a much higher chance of escaping unharmed.

Later on in the game you can learn more powerful combination spells. As part of what is obviously a nod to *Chrono Trigger*, you can double up magic attacks and empower team-mates' weapons with elemental attributes. If two or more characters focus their magic on the same area, the resulting 'Magic Pile' will cause far more damage than the two would separately. Focusing certain spells on team-mates will allow them to attack with the power of that particular spell, eg Ciaran could unleash a Link-esque flaming-sword attack.

At this point the team is keeping quiet on exactly what magic attacks we'll be seeing, but from what we've seen we can tell you that Fire, Ice, Demi and Flare are definitely in there.



Weapons can be given the power of the elements

Cast a spell and get your team out of there



You'll meet many people along the way, not all of them friendly



HAVING PLAYED CRYSTAL *Chronicles* extensively, we can now bring you in-depth, hands-on impressions. Firstly we simply have to tell you about the music. Any 16-bit era gamers out there will tell you that very little originally composed game music these days comes close to the stuff that blessed our ears back then. The soundtracks from *Castlevania IV*, *Actraiser* and *Chrono Trigger* still stand out today, but listening to CC is like a blast from the past. Admittedly we couldn't hear much at E3, but the new trailer features some of the best tunes we've heard in ages. Anyway,

"TO AVOID PLAYERS PAUSING THE GAME TO LOOK AT THEIR STATS/MAGIC SCREEN, ALL THE INFORMATION YOU NEED IS ON THE GBA SCREEN"



enough of that, let's get back to the real meat of the game – the gameplay...

The Nintendo-reps would only let us play CC in four-player mode. In this mode it seems you must use the GBA as a controller. To avoid players pausing the game to look at their stats/magic screen, all the information you need is on the GBA screen in front of you. Each player takes control of either Ciaran, Ilias, Lu'ge or Cyadd. Naturally each character specialises in a certain area. A coloured ring surrounds each player to make identification on the fly much easier. Four simplified stat groups are shown in

each corner of the screen. These show the health and abilities for each warrior. Health isn't represented by HP – instead you have a number of hearts, much like *Zelda* and *Giftopia*. The Abilities display comes in the form of a number of green dots. The **A** and **B** buttons cycle through Abilities such as Attack, Defend, Cure, Black Magic etc. Once highlighted, a tap of the **C** button selects it. With magic spells a second coloured circle will appear. You can now use the D-pad to move this second circle and highlight the area you want to cure/attack. The relevant spell will shortly rain down on

ADVANCED ACTION

FANTASY ON THE LITTLE SCREEN

We've always known that CC would use the GBA in some way, but the nature of the game now means that a GBA is pretty much essential kit. Here are some of the advantages of playing with a GBA:

- First and foremost, when you're wandering around an area your GBA screen will display something different depending on what player you are. Player 1 will be able to see a top-down version of the map for that area. Player 2 will see a radar of sorts, showing team, enemy and item positions. What will be on the other screens is currently a mystery – this wasn't finalised in the version we played.

- When you find yourself in a safe area you can press Select to bring up your magic screen. Here you can choose how the Ability menu is set up. Remember that on the TV screen there are only seven slots available. You may want to fill these with Attack, Defend, Cure, Phoenix Down, Antidote, Flare and Demi, for example. As you encounter different enemies and learn different abilities you may want to change this set-up, and the menu is the place to do this.

- Along with your abilities you can also customise your magic set-up. In a similar way to *FFVII*, CC allows you to combine magical orbs for different effects. Combining an 'All' Command Orb with a 'Fire' Command Orb will allow you to engulf a massive area in flames.



↑ Airborne enemies don't normally fall for Demi



CUBE IN-DEPTH

WINDMILL VILLAGE

This is where your adventure begins, and it has to be one of the prettiest areas we've seen. Grassy knolls, streams, bridges and waterfalls provide a visual feast filled with Goblins and ultimately protected by a huge crustacean boss.



GIANT TOADSTOOLS?

TAKE THE SCENIC ROUTE

In terms of size, the Game Designers Studio reckons that CC offers 30+ hours of gameplay. While not as huge as something like *FFVII*, it's easily comparable to *FFX* and *Secret Of Mana*. The world itself seems massive and the areas in the game are weird, wonderful and beautifully detailed. We've seen six different settings so far, and here they are in more detail...

TOADSTOOL FOREST

This area is quite literally a forest of giant toadstools. You get an overview as you enter the area, but you'll have to keep a close eye on your radar and map screens in order to find everything. This area is inhabited by Evil Eyes, Trolls and Carrion Worms.



DESERT

There really isn't anything more to this area than sand dunes and the occasional rock. With no landmarks to speak of, it's extremely easy to get lost. The only enemies we've seen in the Desert so far are Sand Scorpions and giant Sandworms.



TEMPLE

An ancient temple ruin, which eventually enters a maze of underground stone chambers, which are occasionally lit by a lonely torch. Ghosts, Bombs and Torama roam the murky corridors. A giant, horned lizard is the boss.



VOLCANIC PLAINS

A barren wasteland riddled with geysers, lava streams and razor-sharp rock formations. Winged demons such as Condors, Garuda and Ironites line the path to the volcano's entrance. What's inside is anyone's guess, but it sure won't be friendly...

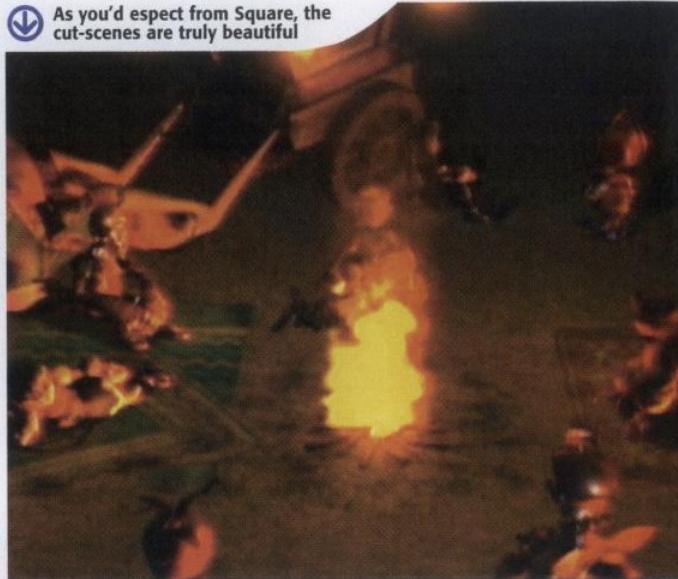


SWAMP

By the time you get here you'd better be suitably powered up, as this fog-riden swamp of death is guarded by Grenades and Tonberries. The team has really gone to town on the water, and it appears here more than anywhere. Bunch of show-offs.



As you'd expect from Square, the cut-scenes are truly beautiful



SHIP TO SHORE

TRAVEL THE WORLD IN STYLE

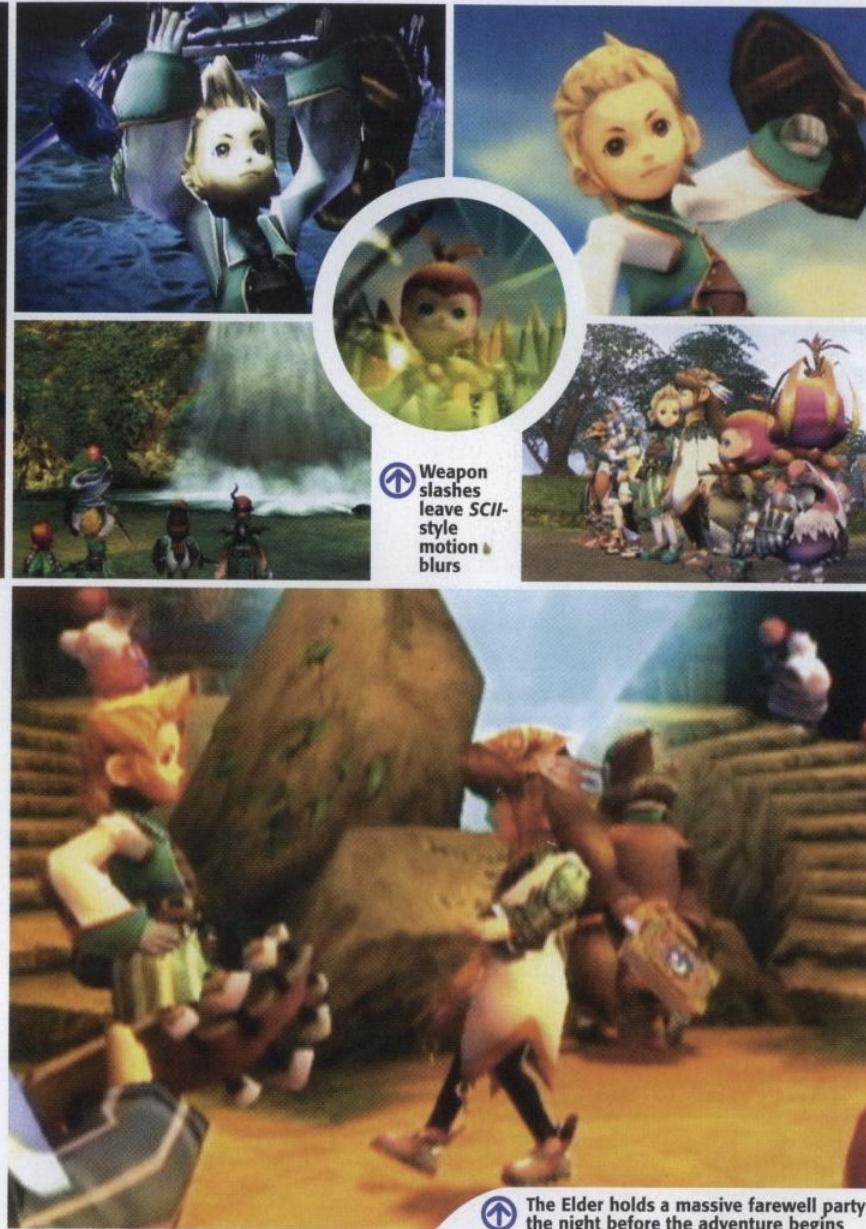
The CC world is divided up into different continents. Initially you can travel some of the way by ox and cart, but this unwieldy contraption won't be much good in the mazes and the dungeons. You'll definitely have to leave it behind when it comes to ocean crossing, and luckily there are ships to help you in this situation. You can't control the carts or the ships yourself – instead, you'll get a real-time cut-scene that will more often than not further the story line.



The sailing scenes are gorgeous, and all in real-time. Just a month to go!

Spirits are high when the caravan first leaves the peaceful Tida Village

"OUR ONLY WORRY CONCERNS
THE MYSTERY SURROUNDING THE SINGLE-
PLAYER GAME"



↑ Weapon slashes leave SCII-style motion blurs

↑ The Elder holds a massive farewell party the night before the adventure begins

CONTINUED the target, but because the characters can move around in real-time, a quick enemy can move away from the targeted area. On the flipside, this also means that an on-the-ball player can escape the smaller enemy attacks. You have to remember that if your team-mates just happen to be within harm's reach, they will take damage, so it's up to you to talk to each other and clear the area before you cast. Indeed, the whole game is based around talking to each other, and it's now that we understand why Nintendo has been so pushy with the multiplayer aspect. Earlier

we mentioned that each character has different abilities. These abilities may include things such as Scan or Mug. If one character scans an enemy, the information will only appear on that player's GBA screen. Similarly, only the mugger will know what items they have stolen, so communication is the key to staying alive.

This entire system is an evolution of *Secret Of Mana*. The GBA screens allow for uninterrupted gameplay, and the need for communication draws the players into the adventure. Our only worry concerns the mystery surrounding the single-player

BIG-SCREEN SCARES

SEPARATING THE MEN FROM THE BOYS

As far as the bosses are concerned, CC's examples are of the screen-filling variety. A huge crustacean, a 20-foot tall armoured lizard, a Marlboro and an Iron Giant are what we've seen so far. *Final Fantasy* fans will recognise some of these as regular enemies from other games, but you can be sure that there'll be a few surprises too.

All the boss encounters are introduced via a short cut-scene, where the boss struts his stuff, just in case you didn't already realise how tough he was.

↓ Sneaky Cave Imps lure you to nearby bosses



↑ Armed to the teeth, 20-foot tall, and damned ugly to boot

game. What happens if (as will be the case with most people) you simply can't get four people and four GBAs together in one room whenever you want to play the game? Apparently you can use a GameCube controller, but you won't get any of the essential information. If you can only muster together two mates, will the computer control the fourth player. And in the single-player mode, how will you get through the game without all the important info? These are all questions that will have to wait until we get the finished game next month. But can we really wait that long?

CUBE

CUBE
SAYS...

FIRST IMPRESSION

■ Looks utterly dazzling, and we have absolutely no doubt that *Crystal Chronicles* will be an amazing experience with three mates and four GBAs on board. The single-player game has us more than a little worried though, and if you really do lose all the cool stuff when playing on your own, CC could be reduced to a pretty and atmospheric hack-'em-up. Let's hope not.

CUBE

CUBE IN-DEPTH

CUBE

INFORMATION

PRINCE OF PERSIA

PUBLISHER: UBI SOFT

DEVELOPER: UBI SOFT MONTREAL

ORIGIN: CANADA

GENRE: PLATFORM

PLAYERS: 1

PERCENTAGE COMPLETE: 100% (Green bar)

TOTAL Games Total Movies Pictures

NOV '03 TBA NOV '03

**Master the sands,
or be buried alive!**

**PRINCE OF PERSIA
SANDS OF TIME**

PREVIOUS
FROM THE MAKERS OF...

SPLINTER CELL

In terms of lighting, animation and meticulous attention to detail there are very few GameCube titles out there to rival this.

044 CUBE

**"WITH SANDS OF TIME AND ITS TRANSITION TO 3D,
UBI SOFT MAY ACCOMPLISH A SIMILAR FEAT TO
THAT WHICH NINTENDO ACHIEVED WITH MARIO 64"**



FOR A NUMBER of years there's been an ever-increasing tendency for gamers (especially the older, more seasoned type) to declare that games were better crafted, required more skill, were less frustrating and were ultimately a lot more enjoyable when they were simply 2D (And you could leave your front door open – Ed). It's peculiar to say that we would be better off going back to more primitive methods of visuals and gameplay since games are driven by technology, but maybe there are occasions when they do have a point.

Okay, so it's not hard to see that far too many games these days – the generic beat-'em-ups and

platformers idling unsold in stores up and down the country – don't play well simply because they're badly designed. In coping with three dimensions the camera seems drunkenly intent on obscuring your view and the intricacies of multi-direction movement feel similarly unsteady and clumsy. But what about games that get it right? Think about the transition of *Super Mario World* to *Mario 64*, a game so seamlessly well put together, fluid and enjoyable to control, that simply interacting with it was fun in itself. In fact, *Mario 64* was a perfect 3D game because the freedom and feedback of movement soon became like showing off, ultimately making something as

trivial as reaching a difficult area seem creative. Being able to move only up, down, left and right would simply not have afforded the wonderfully freeform and satisfying control of *Mario 64*.

So where's all this going? Well, remember how the original *Prince Of Persia* was a prime example of excellent flat-plane gaming (the type of gamer we just mentioned won't have any trouble recalling this)? It's just possible with *Sands of Time* and its transition to 3D that Ubi Soft may accomplish a similar if not quite as significant a feat as that which Nintendo achieved with *Mario 64* in comparison to *Super Mario World*. This game could seriously be that good!

KING OF THE SWINGERS
MONKEY BOY

Fabrics draped around locations are automatically grabbed mid-flight as an aid to swinging yourself to where you want to go. Throughout the game, if you think a piece of scenery has a use then you're probably right.

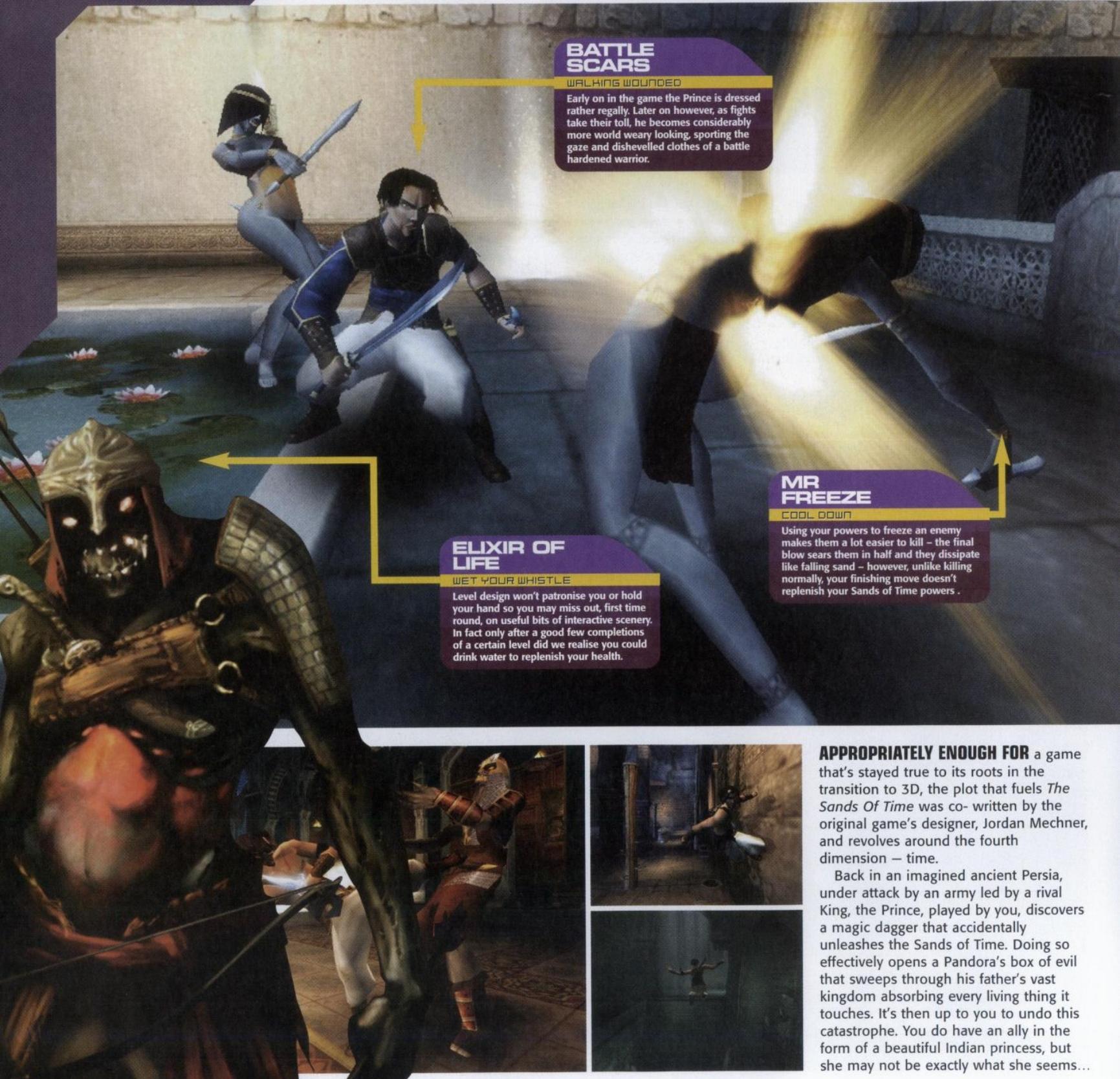
EN GARDE!
KNIFE TO MEAT YOU

Clasped in your right hand and used in normal slashing combat is your scimitar. The dagger in your left hand can be plunged into the flesh of a weakened enemy to finish them off and replenish your limited Sands Of Time powers.

SCENE STEALER
NICE GAFF

It's so good to play a game where there aren't the obligatory ice and fire levels robbed from other generic games. Instead we've got lavish and opulent settings made all the more spectacular by a general lack of health bars and so on.

CUBE IN-DEPTH



BATTLE SCARS

WALKING WOUNDED

Early on in the game the Prince is dressed rather regally. Later on however, as fights take their toll, he becomes considerably more world weary looking, sporting the gaze and dishevelled clothes of a battle hardened warrior.

ELIXIR OF LIFE

WET YOUR WHISTLE

Level design won't patronise you or hold your hand so you may miss out, first time round, on useful bits of interactive scenery. In fact only after a good few completions of a certain level did we realise you could drink water to replenish your health.

MR FREEZE

COOL DOWN

Using your powers to freeze an enemy makes them a lot easier to kill – the final blow sears them in half and they dissipate like falling sand – however, unlike killing normally, your finishing move doesn't replenish your Sands of Time powers.

APPROPRIATELY ENOUGH FOR a game that's stayed true to its roots in the transition to 3D, the plot that fuels *The Sands Of Time* was co-written by the original game's designer, Jordan Mechner, and revolves around the fourth dimension – time.

Back in an imagined ancient Persia, under attack by an army led by a rival King, the Prince, played by you, discovers a magic dagger that accidentally unleashes the Sands of Time. Doing so effectively opens a Pandora's box of evil that sweeps through his father's vast kingdom absorbing every living thing it touches. It's then up to you to undo this catastrophe. You do have an ally in the form of a beautiful Indian princess, but she may not be exactly what she seems...

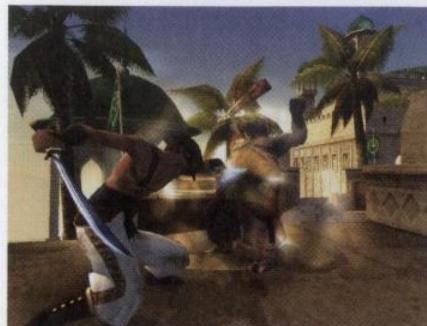
"COULD THIS ALREADY BE ONE OF THE GAMES OF THE YEAR? WE THINK SO"



LOAD RAGE?

NOPE, NOT A TRACE OF IT HERE...

The more we have to wait for sections of areas, new levels and bosses to load the less immersed in a game we tend to become. Excessive and ponderous waiting times can even dissuade you from exploring a game or tar the whole experience of playing. Loading times force your attention away from the game and are invariably dull. Thankfully then, whereas you may expect a hefty wait in *The Sands Of Time* while the detailed architecture and enemies of locales boot up, there's none of it. Ubi Soft has implemented a dynamic loading system meaning you'll never suffer any groan-worthy pauses between locations.



↑ Plunge in your dagger to finish off an enemy, replenishing your Sands of Time powers



↑ The camera selects the most dramatic viewpoint during a battle

The premise sounds typically videogame-like – evil is unleashed, you put the lid back on it – but Mechner, a key contributor and also a filmmaker and scriptwriter, has specifically said that plot vignettes won't interrupt gameplay, that the story will drive the gameplay and that the gameplay will influence the story.

The most important element however is the influence that Time has on how you play the game. As we've already mentioned, this game remembers its origins, but takes them up a level, so *The Sands Of Time* features precision jumping, combat, spikes, traps, puzzles, but noticeably, and unlike the original, there's very little accompanying frustration that infuriated those who played the original back in the day.

As you can see from our screenshots, the new game features perilous labyrinth designs to navigate and overcome but, dangerous though it is, you never get annoyed. Again this is due to Time. You can read more on using the power of *The Sands Of Time* in our accompanying interview, but being able to rewind time, for instance, if you miss a jump (you can only do this a limited number of times), ensures you don't have to continually restart and keeps the action fluid and enjoyable. In fact, control of the Prince is similarly forgiving whilst also being intuitive which affords multiple ways of tackling situations. If you fall while walking a ledge you'll grab it on your way down. If you're attacked while you're dangling there, simply swing using your



LOCATION, LOCATION, LOCATION

WHERE IT'S AT

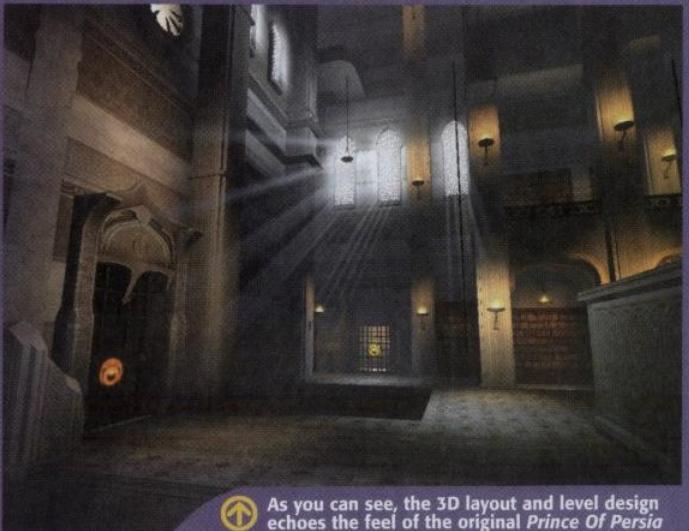
Sands Of Time's artistic directors have spent a lot of time researching the ancient Persian era, its architecture, clothing, animal life and art. All of this shows through excellently in the atmospheric and detailed environments of the tombs, dungeons and ramparts that make up the game's 32 levels.



↑ In-game scenarios see you take to those ramparts in the foreground

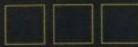


↑ A platformer without obligatory ice and fire levels? Gladly, yes



↑ As you can see, the 3D layout and level design echoes the feel of the original *Prince Of Persia*

IN THE CUBE WITH...



YANNIS MALLAT

POSITION: PRODUCER
COMPANY: UBI SOFT

CUBE: Remembering the rotoscoped animation of the original *Prince Of Persia* and considering that the *Splinter Cell* team are working on *The Sands Of Time* what can we expect animation-wise? Hand-drawn movements perhaps?

YM: The new animation system will enable us to add some really amazing elements to the game. For example, physics effects are used to animate secondary action and elements like hair, clothing and wall hangings. It provides an extra sense of life and movement to the hand-animated characters and an otherwise static environment. Random details that deliver a feeling of realism to players will be evident throughout the game.

CUBE: Are there likely to be any other *Sands Of Time* powers included in the final build?

YM: Consider the *Sands Of Time* to be this strange and mystical force that allows players to seamlessly bend the fabric of time, granting them a number of astounding powers. So these Powers will allow the Prince the ability to fight harder, fight fearlessly and fight with more strategic flexibility. Ultimately, there are five known powers given by the use of *Sands Of Time*: 1) The Power of Revival, which gives you the ability to journey back in time for several seconds in some sort of a rewind action; 2) The Power of Delay, which slows the passing of time; 3) The Power of Restraint, that freezes enemies in time while you remain moving; 4) The Power of Haste, which accelerates the passing of time; and finally, 5) The Power of Destiny, that gives startling visions of the future. Time manipulations are a big part of the game because they are at the core of both the story and gameplay.

CUBE: We understand that Jordan Mechner is consulting on many aspects of development. What specific input has he made so far and what is he particularly impressed with?

YM: One of Jordan's main objectives during this project has been to unite the story and gameplay aspects of the game. As the Prince is the main character, it was of course especially important to get his feedback on our approach. We agreed on the key attributes of the character and the artistic direction.

We felt it was essential for *Prince Of Persia: The Sands Of Time* to capture the exhilaration of movement that was such a key element of the first game's appeal. The animated character needed to feel acrobatic and graceful, as opposed to mechanical, and the controls had to be simple and intuitively satisfying.



Jordan's input was of great value for this process. The Prince's personality is expressed not just in his physical movements, but also through his dialogue and interactions with other characters. Jordan's role as screenwriter helped to ensure that all these aspects are woven together to clearly delineate the Prince's character development over the course of the game.

CUBE: We've been informed that the Prince's appearance will change as *The Sands Of Time* progresses. Could you tell more about this and is it solely a cosmetic feature?

YM: We wanted to create a dynamic environment in which a player would evolve, so the Prince's clothes and hair react dynamically to his movements and surroundings, and a wind simulation system affects characters, drapes, bridges and so on. It was important for the Prince to evolve and change as a character throughout the game. As the stakes rise and the odds against him increase, he gets more and more beat up, and also more determined. This gradual transformation is reflected in the character's appearance, as he becomes a tougher, stripped-down kind of action hero. The Prince's ideals and illusions will be challenged by the hard choices he must make. In the course of the story he matures, and learns what is really important.

CUBE: What GameCube-specific features can we expect? What will GBA to GC link-up provide?

YM: These features have not yet been confirmed.

CUBE: Are there any plans to include multiplayer options or hidden bonuses for completion time and suchlike? What is the replayability value of this game?

YM: *Prince Of Persia: The Sands Of Time* will remain a single-player game. To be truthful to the previous *Prince Of Persia* games, we wanted to keep it that way. Of course, we recognise the importance of multiplayer for many types of games, since this adds great replay value to the player. That is why we are currently designing elements that will give great replay value to the players and offer them even more challenges. You'll know more soon...

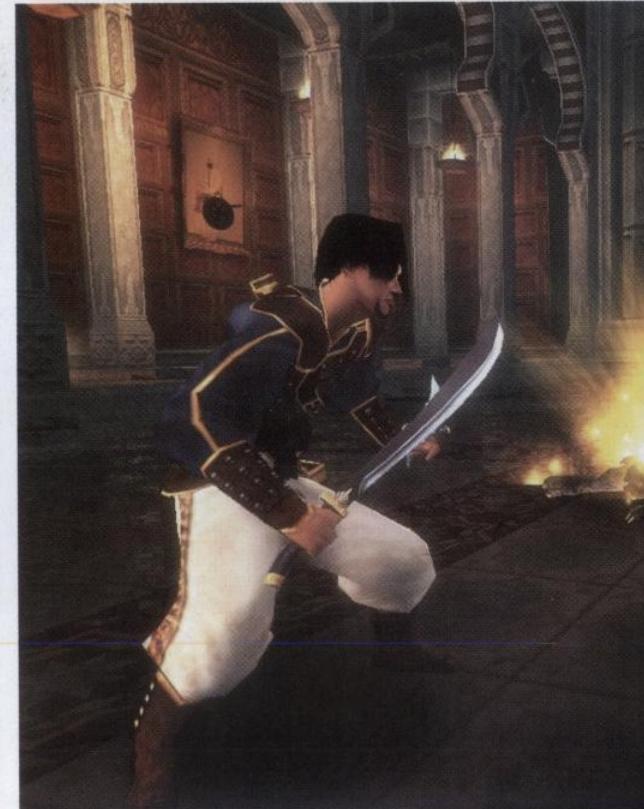
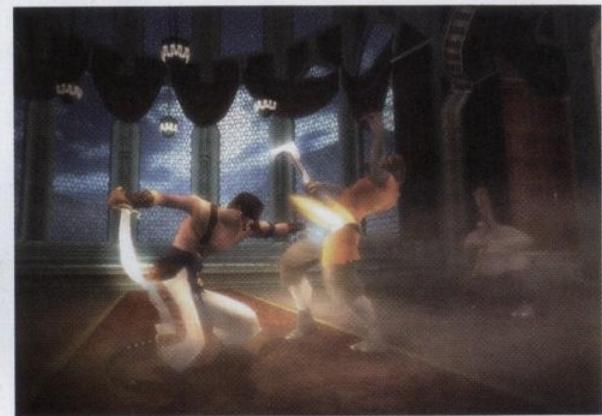
CUBE: As the host console in development is the PlayStation2 should GameCube owners also expect to be able to play *Sands Of Time* in November this year?

YM: *Prince Of Persia: The Sands Of Time* is scheduled for release in November 2003 on the 'Cube and GBA.

LIFE THRU A LENS

TAKING THE LONG VIEW

In bringing you this In-Depth we spent hours playing a version of *Sands Of Time* that was only about 60 per cent complete. As is often the case with unfinished code, glitches and niggles still needed ironing out, most noticeably in some of the camera viewpoint selections. Such gripes, however, are easily rectified further on in development. In fact, other than some inelegant positioning, camera work throughout *The Sands Of Time* seems to do exactly what you want in a 3D environment, providing a good appreciation of the scale and position of your surroundings and being cinematic yet nimble enough to deal with plenty of movement. In fact, if you can't get your head around the layout of any particular scenario then simply press a button for a revealing and handy zoomed-out overview of the area.



Creature design has been married perfectly to the Indian/Persian settings

"WHEN YOU SEE THIS GAME MOVING IT REALLY IS SOMETHING TO BEHOLD"



Despite his sword the Prince can also the boot in



Striking a bird mid flight is all about... timing. Fall and you'll grab the ledge



sword as you hang from one hand – the controls never feels limited, make complete sense and are an absolute joy to master. In fact the handling of the Prince is probably the most impressive aspect of this game. Effectively you're a sword-wielding gymnast placed in an atmospheric and ornate playground of gravity-mocking possibilities. If there's a gap between platforms you could run along the walls and spring out at the right moment, or you could jump at a horizontal pole, grab it, loop over and catapult yourself toward where you want to go. It's up to you.



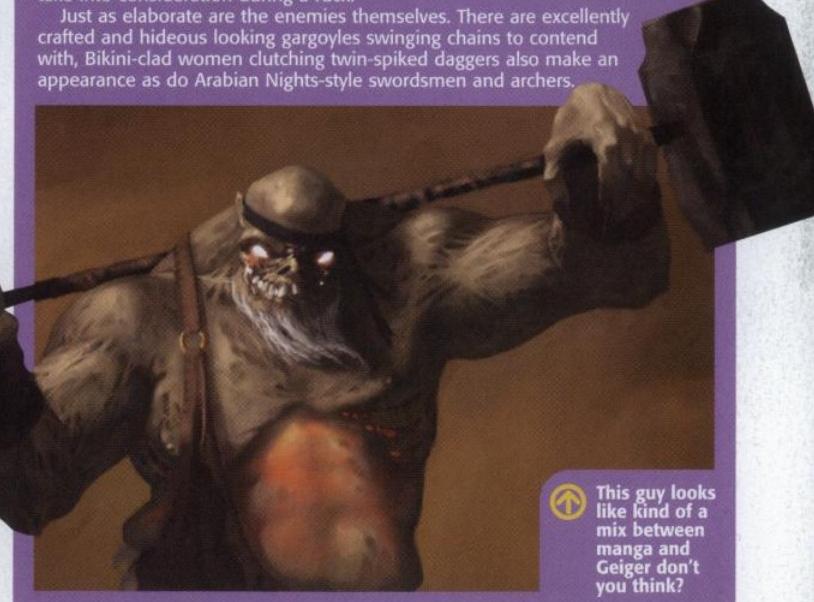
ULTIMATE FIGHTING

BRUTAL, LITHE AND DEADLY

Just like your acrobatic movement, controlling the Prince in combat very quickly makes perfect sense. It's more straightforward than normal movement but is very involving and satisfying all the same. For instance, there's a type of *Zelda*-esque lock-on during fights but it's a lot more subtle. Actual swordplay itself makes full use of the Prince's agility and abilities and is just as impressive as your 'normal' repertoire of moves.

Facing off against a group of enemies you're able leap and arch over one of their heads, turning mid-air and scything at their unguarded back; landing on your toes and then into a rolling escape, ready to lunge at the next adversary. There are also neat finishing moves (enemies writhe and wail in pain as you plunge a dagger into them) and, of course, the slowing of time to take into consideration during a ruck.

Just as elaborate are the enemies themselves. There are excellently crafted and hideous looking gargoyles swinging chains to contend with, Bikini-clad women clutching twin-spiked daggers also make an appearance as do Arabian Nights-style swordsmen and archers.



This guy looks like kind of a mix between manga and Geiger don't you think?

Having played numerous scenarios from *The Sands Of Time* we've found it easily one the most playable and impressive titles in months, a fact made all the more noteworthy considering how incomplete the build was. As proof of how much we loved playing it, it's not out until November and we've already started arguing over who's going to get to review it. Could this already be one of the games of the year? We think so. In the meantime we'll keep you posted on the progress of what has become one of our most keenly awaited games.

CUBE

SAYS...

FIRST IMPRESSION

■ This In-Depth is easily one of the most gushing and optimistic accounts of a game mid-development we've ever written, but *The Sands Of Time* deserves it. Blending geometric puzzles, visceral fight scenes, epic locales and a wonderfully agile and controllable main character into a seamlessly atmospheric and rewarding experience, this is a game we're desperate to play again.

CUBE

REVIEWS

ISSUE NINE



JUST A BIT LONGER

IT'S A BIT rubbish isn't it really? You'll notice from this month's reviews that we've been inundated with a whole slew of 'just above average' games. The relative biggies (*Hitman 2, ISS3*) haven't turned out to be as good as we were hoping, and the real hitters (*Viewtiful Joe, Wario World*) have slipped back a few weeks. So we're left with nothing really. Never mind, eh?

As for the future, we PROMISE that next month will be sweet. A handful of import titles and *Wario World* are sitting on my desk right now – there's no way that these guys can slip back any further now that they're chained to the spot! ;o) Just keep repeating to yourself "it's always like this in the Winter, things can only get better..." and so we squint into the *FFCC, F-Zero* and *Mario Golf*-coloured horizon...

■ CHANDRA NAIR



Nintendophiles should be more than used to delays, but this one was really starting to try our patience. So, after all the waiting, is it anything more than a straight PS2 port?

52

CUBISTS

...and so the Aussie Winter begins! What do the CUBE team get up to on those long, cold nights?

MILES GUTTERY



WINTER DREAMS...

Log fires and a cold beer
WHAT??: More than anyone else knows Miles hates the cold. Which is why you won't see him out and about much for the next few months, as he goes into hibernation... just like the big grizzly bear that he is. Or not...

CHARLOTTE MARTYN



WINTER DREAMS...

Rockin' the world!
WHAT??: Heading up the coast to Byron Bay to roll in the mud with all the other tree hugging hippies at Splendour In The Grass, is Charlotte's ideal way to spend the Winter months. Stopping off at Nimbin is high on the agenda too.

SUB EDITOR
CUBE

CHANDRA NAIR



WINTER DREAMS...

Making a Number 1 album
WHAT??: It doesn't matter what time of year it is for our resident rocker - come rain or shine Chandra can be found in his studio penning a few lines, strumming on his guitar, chatting up girls or just playing with his Monkey Balls.

MARTIN MATHERS



WINTER DREAMS...

Schmoozing with PR
WHAT??: Mart may be showboating for other magazines these days, but we know where his roots lie. But it doesn't matter what magazine he works on, you'll still be able to find him schmoozing PR types in the hope of free stuff.

DEPUTY EDITOR
GAMES™

GARY ADAMS



WINTER DREAMS...

Hail To The Thief
WHAT??: With the release of Radiohead's latest album, Gary has resorted to taking time off work and listening to all 14 tracks with headphones on and curtains drawn. His life has taken on a whole new mantra.

STEPHANIE PEAT



WINTER DREAMS...

Sitting in the pub all day
WHAT??: She might come across as a bit of an ice queen, but Steph's no fan of the Winter months. Abandoning the likes of Manly at this time of year, chances are you'll find Steph sitting in a nice warm pub drinking gin.

SENIOR DESIGNER
CUBE

BYRON WILKINSON



WINTER DREAMS...

Keeping Warm
WHAT??: Byron isn't a fan of the Winter months because his head gets particularly cold, but it does give him a good excuse to wear all the foolish looking beanies that his Gran knitted for him. As for the ear muffs... well we shan't comment.

NICK TRENT



WINTER DREAMS...

Going to a Circa gig
WHAT??: Trenty remembers the days when he could go and watch Chandra's band play, go clubbing or just chill in front of the TV. With a massive wage comes massive responsibility though and Big T has decided to quit for the Winter. Quality.

100% UNOFFICIAL 100% UNBIASED THE ONLY REVIEWS YOU CAN TRUST



ISS 3



56

Erm... turn away now if you work for Konami. Tell you what: next month we'll make *Winning Eleven 6* our FreeLoader game. That way you can buy and play a proper football game instead of this.

WHAT DOES IT ALL MEAN?

Confused? Suffering a spot of information overload perhaps? Use this handy guide to successfully navigate our info-packed reviews

INFORMATION

This is the place to look for all the essential statistics on the game including release dates, players, publisher, developer and whether or not you can watch movies of the game in action on TotalGames.Net.

COMMENT

The reviewer's frank and honest opinions on what he or she thinks of the game will be right here. You'll be needing this to make up your own mind...



BOXOUTS

If you want more detailed information on what the game's all about, or hot tips on some of the tougher bits, the wide selection of boxouts are ideal for you.

2ND OPINIONS

If you're still not one hundred per cent sure whether you're going to take one expert's opinion, you'll find an alternative point of view right here.

ALTERNATIVES

Obviously, not every game will be to your taste so if there are titles that might be of interest instead, they'll be outlined here for you to think about.

HULK

58 Walk around, smash stuff. Walk a bit more, smash stuff. Jump up in the air, smash stuff. The concept is fine – Rare proved the point with *Blast Corps*, but this just doesn't cut it.

SX: SUPERSTAR

60 Another day, another Motocross game. Could've been great fun, but it's let down by some gameplay faults that we thought had disappeared with the dinosaurs.

F1 CAREER CHALLENGE

61 It's been a long, long time since we saw an F1 game on the GC, so we've welcomed this with open arms. The Career mode is a nice idea if a little flawed, but it's still a pretty neat little game.

V-RALLY 3

62 You know the score: GameCube doesn't have many good rally games, so any old rubbish will sell, right? *V-Rally 3* isn't that bad, but the lack of enhancements is disappointing to say the least.

POKÉMON BOX

68 And so the GameCube's

Pokémon series begins. If anything we want a massive RPG in the style of the GBA titles, but no.

Nintendo can't give us that. Instead, we get a box, and a virtual box at that.



THE BREAKDOWN

Confused as to the purpose of those big numbers stuck on the end of all the reviews? The meaning is explained below through the medium of words...

9.0 OR ABOVE

Naturally, games scoring a 9.0 or over are well worth your hard-earned cash... otherwise they wouldn't score so highly. Hey, we're professionals – give us a bit of credibility here, okay?

7.5 > 8.9

Although they haven't quite made it to the dizzy heights of greatness, games with this kind of score are still worthy of your attention and will no doubt keep you happy for a fair old while.

5.0 > 7.4

Yep, it's that tricky middle ground that a lot of games walk. With 5.0 branding a game decidedly average, scoring up to 7.4 means you might want to try it if you're into that sort of thing.

2.5 > 4.9

If your granny gets you a game with a score like this, it's probably because she doesn't know any better... or you just didn't tell her what you actually wanted. It's all your own fault really.

0.0 > 2.4

It's a sad fact that we have to review games this far down the scale but it's for your own good. Otherwise, you might actually go out and buy one of them. Shame on you!



DID YOU KNOW: 47 IS THE QUINTESSENTIAL RANDOM NUMBER AND HAS ITS OWN

It's a
dirty
job...

GO TO THE RUINS FOR BASIC MOVES TRAINING.
START BY WALKING TO THE DOOR.

47 lurks around the church grounds in a shifty manner

So much for the softly-softly approach then

CUBE

INFORMATION

HITMAN 2

PUBLISHER:	ATARI
DEVELOPER:	IO INTERACTIVE
PRICE:	\$99.95
ORIGIN:	US
PLAYERS:	1
BLOODY:	59 BLOCKS

STATS

- 20 GLOBETROTTING MISSIONS
- MULTIPLE SOLUTIONS TO LEVELS
- LOADS OF WEAPONS
- BUDAPEST SYMPHONY ORCHESTRA

TOTAL GAMES FREE

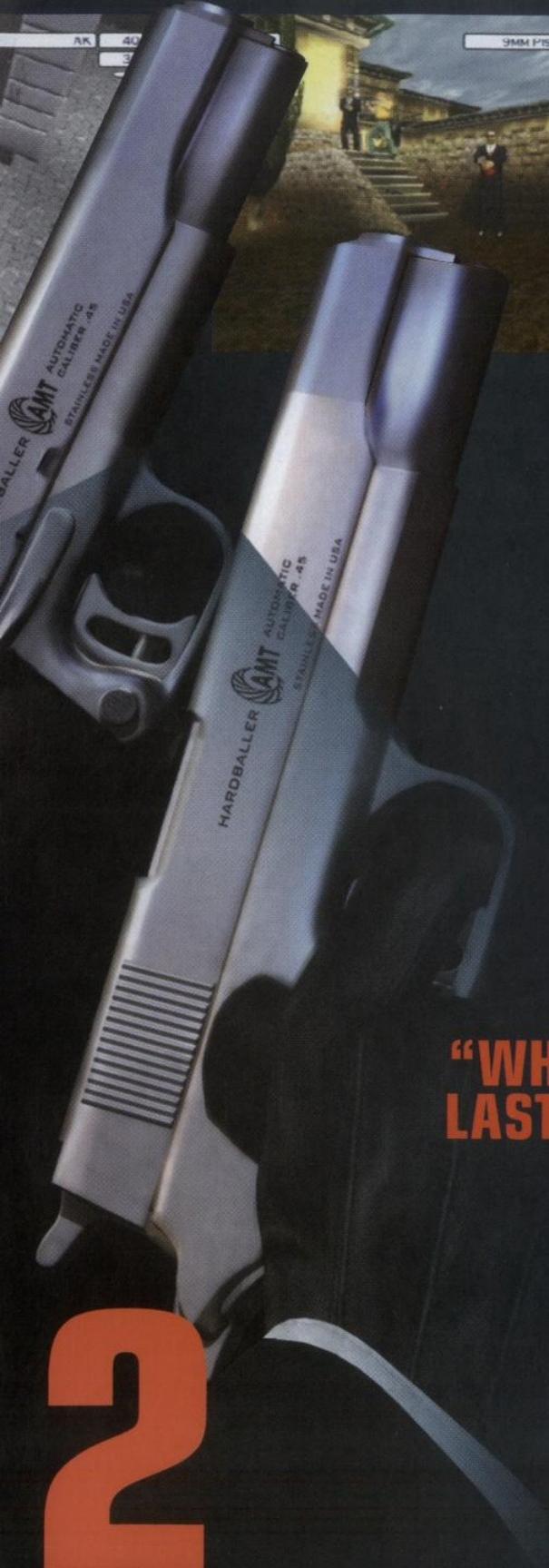
MOVIES X PICTURES ✓

PAL NTSC

OUT NOW TBA OUT NOW



HITMAN



Following delay after delay, Atari's killing simulator arrives at last

COME IN 47 your number's up! The problem with shady pasts is they tend to catch up with you sooner or later. The enigmatic baldy contract killer codenamed Number 47 in the original *Hitman* has hung up his gunbelt in favour of the quiet life. He now lives on the grounds of a church in deepest rural Sicily, eking out a living doing odd-jobs and a spot of gardening for the local padre. All's rosy until a couple of heavies turn up on the doorstep one day, hit the Reverend over the head and kidnap him in order to blackmail Number 47 into coming back to work. Just like all those Eighties action sequels, this time it's personal.

The GC conversion of *Hitman 2* has been a long time coming. Out on PlayStation2 and Xbox way back last October, Atari has been promising the GameCube version for months, but it just kept slipping. This often portends to a likely canning, but interest in the title has remained

surprisingly high in spite of the repeated false dawns, and now at last our patience has been rewarded. Sort of.

If you were hoping for a sleekly updated conversion with spruced up graphics you might want to dampen your feverish excitement for a minute, because this is as straight a port as you're likely to see. Whatever Atari were doing over the last six to eight months, it certainly wasn't improving the package. The whys and the why nots are unlikely to be answered in any satisfactory way by the only people who really know, but we'll try to put such things aside for now. Anyway, the GC isn't short of Xbox and PS2 ports. Sad though it is, we're becoming increasingly acclimated to games that utterly fail to take advantage of the GameCube's capabilities. You can argue that a great game is a great game even if it looks a little rough round the edges, which is fair enough. Unfortunately, *Hitman 2* isn't a great game. It really wants to be, and you get the feeling that it should be. Playing a hitman is a cool idea and each level offers multiple possible solutions.

For example, level one requires you to infiltrate the heavily guarded mansion of a Mafia

"WHATEVER EIDOS WERE DOING OVER THE LAST SIX TO EIGHT MONTHS, IT CERTAINLY WASN'T IMPROVING THE PACKAGE"

LOOK AT ME!

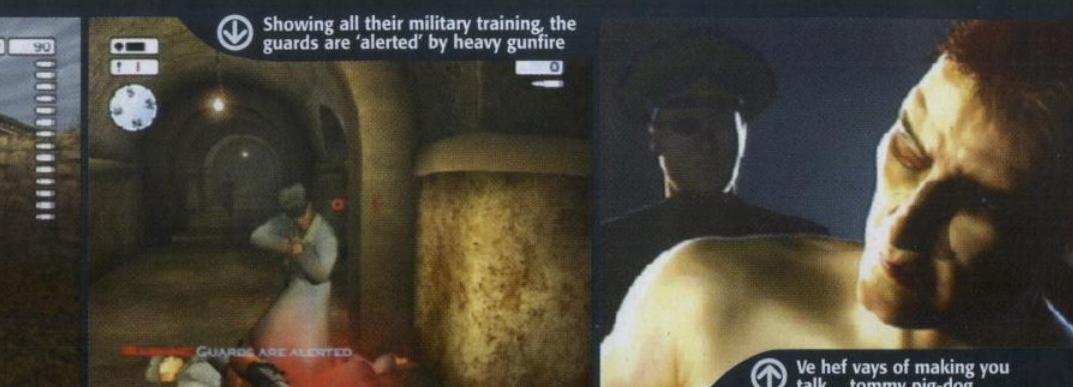
JOE SCHMO

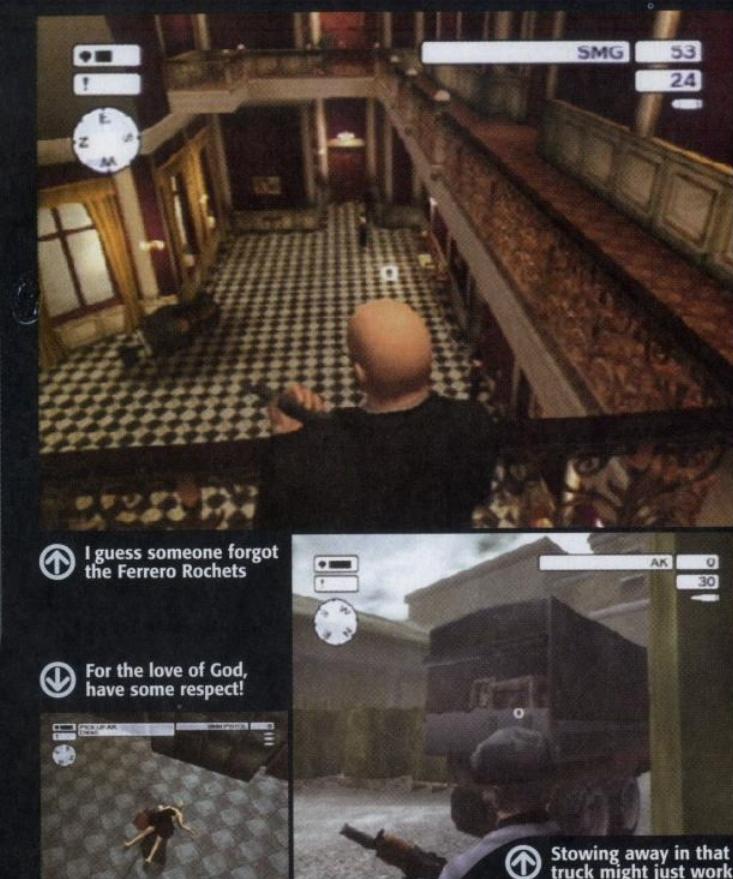
However stealthy he might be, you'd expect a totally bald six-foot bloke with a barcode tattooed on the back of his head to stick out like the proverbial sore thumb. Wouldn't you?



Don, bump him off and escape. Studying the mansion reveals a number of possible means to gain entry. Visitors arrive periodically at the main gates with gifts for the Don but they're searched for weapons before being granted entry. Round the back there are groceries being delivered and you can stash your guns in one of the crates before entering as a guest then collecting your weapons from the crate, which will by now have been delivered to the kitchen.

Alternatively, you can cosh the delivery guy, nick his uniform and sneak in via the tradesman's entrance. If that's not your style

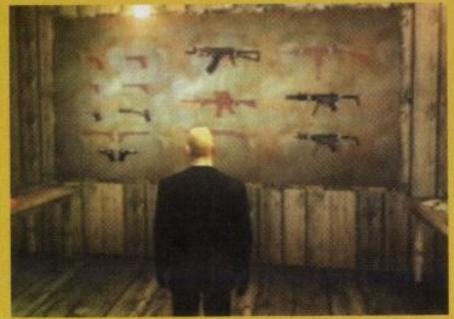




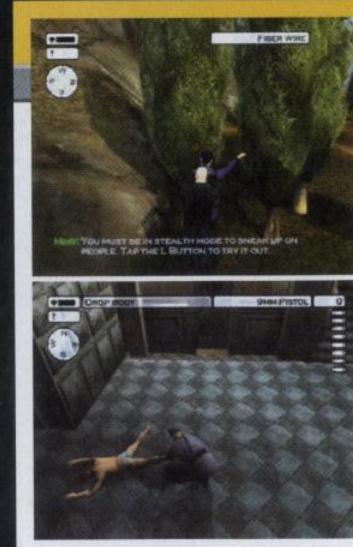
TOOLS OF THE TRADE

GUNS FOR SHOW, KNIVES FOR A PRO

As you progress through the missions you'll begin to build up quite an arsenal back at your Sicilian hideaway. Any weapons you're carrying when a mission is successfully completed are automatically transferred to a secure building in the church grounds and you can select from here which weapons you want to take along at the start of the next mission. Sniper rifles, assault weapons, shotguns, a variety of sidearms, a crossbow, not to mention a whole bunch of nasty melee weapons can be yours so it's worth hunting around each level. You never know where a handy bit of kit might be hiding.



"YOU'LL INEVITABLY GO BACK TO LOOK FOR DIFFERENT WAYS TO TACKLE EACH MISSION AFTER YOU'VE BEEN THROUGH THEM ONCE"



A MAN OF STEALTH AND TASTE

HOW TO IGNORE FRIENDS AND AVOID PEOPLE

Although in practice it's often more trouble than it's worth, in theory at least *Hitman 2* encourages cunning and stealthy play. It's far better and safer (again, in theory) to evade your adversaries cleverly than take them on in a gunfight, and 47 has various tricks up his sleeve to achieve just this. Silent weapons such as the Fibre Wire can be used to dispose of enemies without waking up the entire neighbourhood. He can trade clothes with whoever he bumps

rough with stretched textures giving an uncomfortable low-end PC feel to things. Slow-down is also very apparent and things really chug from time to time.

Probably the main groan of all, however, concerns the clumsiness of the controls. No game should make you feel like you're battling the pad as well as the on-screen bad guys, but frequently *Hitman* has you struggling to react or pull off a move that should be second nature. For instance, to garrote someone you need to sneak up behind them. If they see you with the garotte wire in your hands they'll instantly leg it and since the creep is too slow to catch a moving target you can only garrote stationary characters. Such is the awkwardness of the system that, as happens so often in the game, you abandon notions of subtlety and break out the firepower in frustration as much anything else. You see, you really find yourself wanting to play the game in the spirit in which it's intended. It does, however, add plenty of replay value and you'll inevitably go back to look for different ways to tackle each mission after you've been through them once.

If you're feeling a bit hardcore you can take on the higher skill levels where more strategic thought is certainly called for. No longer do bad guys appear on the scalable map so the only way to

ACCEPT THE UNACCEPTABLE

NOTICED HOW CERTAIN FLAWS ARE BECOMING NORMAL?

Is it down to pure bloody laziness that certain problems seem to have grown so endemic in games that they're now accepted as the norm? A specific example in *Hitman 2* is the fact that every door in the game swings both ways. Ignoring for the time-being any schoolboy sniggering at the obvious euphemism, is it possible that still no-one has come up with an AI routine that will allow NPCs to deal with inward opening doors? It's not a massive point, but it's the details that prevent the complete suspension of belief and until such things are sorted out games will never be all-consuming.



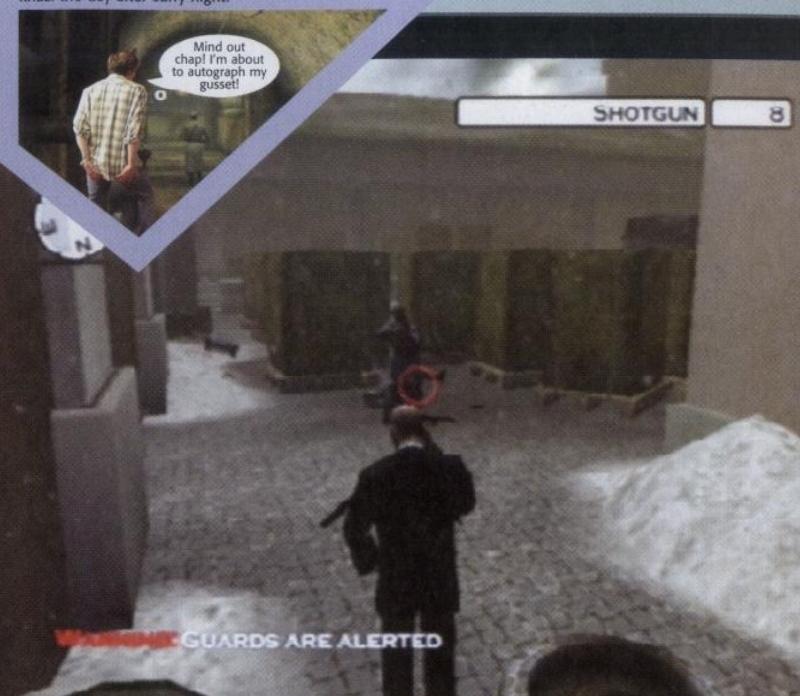
pinpoint the enemy is to sneak around, peer through keyholes and that sort of thing. The funny thing is that the more you analyse *Hitman 2*, the more you want to give it a second chance, to really try and squeeze the most out of it, which is obviously a good thing, and it is addictive enough in its way. But no amount of talking round in circles can disguise its obvious faults.

There's enough to *Hitman 2* to justify buying it if the idea appeals to you. The pace can be a little slow at times but a limited number of saves are permitted each level which keeps things moving. Its heart's in the right place, but given the amount of time that's elapsed since the other versions it's ridiculous that no attempt has been made to tighten up the control system. Had this been the case it would have been easier to stomach the ported look. Seeing dead bodies falling and melting into furniture and fittings is not acceptable in this day and age. Real-

time 3D technology has been the mainstay of the games business for seven years now and clipping issues should be a thing of the past.

Ah well, maybe we shouldn't moan too much. *Hitman 2* offers something a little different – it's full of neat ideas and wrapped in an appealing package. As with *GTA*, there's a certain compulsion in playing the anti-hero, although 47 displays a far deeper sense of morality than Tommy Vercetti. It's just that he can turn it off when the situation demands... but enough with the psycho analysis already. We wouldn't want to come over all Raj Persaud (oo-er). *Hitman 2* could have been a great game, but it isn't. The GameCube conversion should have ironed out a lot of the flaws, but it doesn't. For all that though, it's pretty unique in what it offers and will reward those with the patience to stick at it.

BOWEL TROUBLE: 47 in 'creep' mode bares an uncanny resemblance to Miles on his way to the khazi the day after curry night!



SHOTGUN

8



Missions take you all over the world, from Italy to Russia... brrr

Don't shoot me, I'm a snowman, honest

CUBE VERDICT

HITMAN 2

GOOD PREMISE, GOOD IDEAS, BUT MISSES THE TARGET

VISUALS

Slowdown, iffy collisions and some rough-looking textures let it down

AUDIO

The Budapest Symphony Orchestra provide the soundtrack. Nuff said

GAMEPLAY

It often feels like you're battling the pad as well as the enemy

LIFESPAN

Plenty of scope for replaying levels with different solutions to discover

ORIGINALITY

The unique blend of styles and multiple solutions to each level

ALTERNATIVE

The much-praised stealth-'em-up is let down by its linearity, but what it does, it does very well

SPLINTER CELL

2ND OPINION

KILLER! "Intelligent and exciting espionage action which instantly grips you. *Hitman 2* is the sort of gritty adult adventure that the GameCube needs more of."

FINAL SCORE

7.9

CLUMSY CONTROL AND DODGY GRAPHICS LET IT DOWN BADLY



ANIMATED ANORAK: Get one of your players sent off (which isn't difficult) and the game will cut to your manager having a bit of a barny.

REF OFF!

MAN IN BLACK

Talk about interrupting the flow of the game. We've never come across such card-happy dictators. "Wass up wiv ya? I didn't touch 'im, ref!"

BRAZIL
4 R.Junior

It's not even that much fun controlling Owen. Grrrrrrr!



Pre-match animations build up a level of excitement that the game itself just can't match

MISSION TO THE STARS

POINTS DO INDEED MAKE PRIZES

Konami Osaka have been kind enough in this third edition to include a rather clever Mission mode. The poor physics of the match engine itself make the whole thing kind of irrelevant, but we like the concept nevertheless. You take on various challenges which could be anything from beating a world-class side with two players down to having to score in a particular manner – from a cross, for instance. You then earn points which can be used to unlock new moves, including Rene Higuita's celebrated Scorpion Kick. Some of this sort of stuff would be nice in the next *Winning Eleven*, eh, Konami?



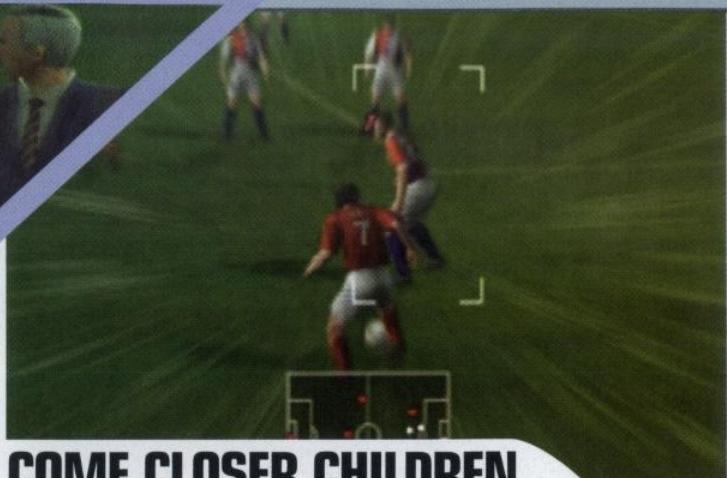
You'll be asked to overcome the odds against teams with daft monikers

to change direction quicker than a ferry, but not here); and the controls simply aren't sharp enough. The fact that the buttons are set up identically to *Winning Eleven 6* just rubs more salt into the wound.

On paper it may seem a good idea for Konami to try and wrap up the footy genre by having a slick arcade title to complement the amazing work done at KCET (Tokyo), but it isn't to be. From the limp opening sequence (there's no Queen's *We Will Rock You* to precede the action here) to your first sojourn on the pitch, the game fails to inspire.

Yes, it has the real-name licences that some gamers so obviously crave. Yes, it has some innovative play modes that the developers should be given credit for. And yes, its accessibility would initially appear more user-friendly than that of *WE*. But all this counts for nothing when the match engine dishonours the franchise's colourful history on the PSOne and appears almost cumbersome in comparison to the competition.

The underlying point to all this is simple: you just don't need this game in the current marketplace. Sorry Konami, *ISS3* is the David Batty of videogame football.



COME CLOSER CHILDREN

WE CAN SEE YOU MUCH BETTER NOW...

Another gimmick that KCEO have added (and one which sadly amounts to nothing more than that) is the ability to zoom in on the action at certain points in the game and show off your skills up close and personal. Say you have Ronaldinho marching down the wing, 'L' will begin to flash above his head as he approaches a player. A quick tap of the trigger and the action will zoom up close where you can perform tricks and stepovers to try and beat your opponent. It's fun for the first few novelty goes, but it really adds very little in terms of overall gameplay.



"SORRY, KONAMI, ISS3 IS THE DAVID BATTY OF VIDEOGAME FOOTBALL"

CUBE VERDICT

ISS3

THIS IS MID-TABLE MEDIOCRITY AT BEST



VISUALS

Holds no visual candle to *Winning Eleven* or *FIFA*



AUDIO

Above-average commentary that amuses in spurts



GAMEPLAY

Card-happy referees and stunted gameplay infuriate and bore



LIFESPAN

Mission mode is a welcome addition if you find the gameplay tolerable



ORIGINALITY

Zoom mode is a gimmick, but it's the only slice of originality here

ALTERNATIVE

Yes, we know you have to buy it on import, but you need this game. It's as simple as that.



WINNING ELEVEN 6

2ND OPINION

SPOONER! "If you're into soccer, then this will appear a poor cousin to the likes of *Winning Eleven*. However, as your first step, *ISS3* is a rewarding, if less sophisticated alternative."

FINAL SCORE

4.9

IF IT WAS A SNOOKER BALL IT'D BE TOO BIG FOR THE POCKET.
GET THE PICTURE?



CUBE

INFORMATION

THE HULK

PUBLISHER: VIVENDI UNIVERSAL

DEVELOPER: RADICAL ENT.

PRICE: £39.99

ORIGIN: US

PLAYERS: 1

MEMORY: 05 BLOCKS

STATS

- PLAY AS TWO CHARACTERS
- UNCOVER A SINISTER PLOT
- LEAVE YOUR BRAIN IN BED
- FEATURES ORIGINAL VOICE ACTORS

TOTAL GAMES: 100% MOVIES: ✓ PICTURES: ✓

OUT NOW TBA OUT NOW

Hear me
roar**PUNCHY!**

SHELL SHOCK
A cool trick to defeat tanks is to wait until they fire a shell at you then punch it back towards them. Once you've got this trick sorted they're less effort to take out than normal soldiers!

Uh-oh – looks like our boy's about to get angry



"IF YOU SIT DOWN WITH THE GAME IT'LL BE OVER BY TEATIME"

MOVIE GAME

licences, eh? Unoriginal, mediocre, bland experiences that are about as inspired as this very introduction. Every gamer has been suckered into the hype and bought one, and ultimately been burned.

You'd think that things would get better, but the likes of *Spider-Man* still plague modern-day consoles. With *The Hulk* growling his way onto cinema screens this winter it was only a matter of time before we got our hands on game code, and now here it is.

If you saw our previews in previous issues then you'll know that the developers have aimed to retain the comic-book roots of the licence using very cool-looking cel-shaded graphics. They look very smart, if a little simple. The story isn't just a cheap rip-off of the film like so many others either, but instead a

whole different tale employing well established characters.

The most important ingredient for any game is the control system, and thankfully *The Hulk*'s isn't half bad. You have the obvious punch/kick buttons to dish out the damage, as well as having the ability to pick things up (and this is the good bit) which can then be used to either throw at an opponent or as a club of sorts. You can do this with loads of different things, from cars to steel girders, and if you pick up a creature such as a human then you can beat them as you hold them, or chuck them around like a rag-doll. As the Hulk, you can also charge your moves up to deliver more power – even when at the apex of a jump where you pause in the air as it happens. On landing there's a very pleasing effect on the environment as the floor under the Hulk's feet cracks and warps. In fact, this



Yeah, yeah.
Don't try that
"Ooh look
behind you, a
strange disc-like
vortex seems to
have appeared"
routine on me



It's not fair. You never let me do anything. I hate you!

THE HULK

dynamic environment is constant throughout the entire game – one minute you're smashing through walls with your bare hands, the next you're ripping concrete poles out of the ground in order to throw at sentinel automatic guns. This serves not only to create very basic stratagems, but also allows you to sink into the world of *The Hulk* to good effect.

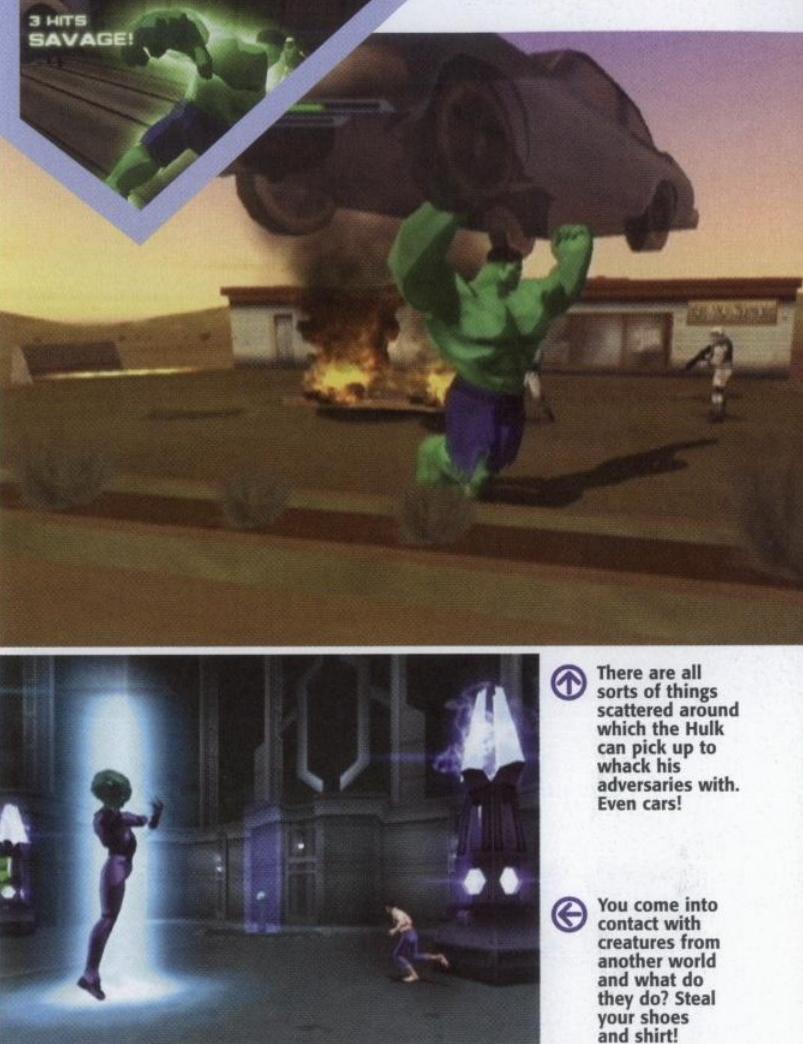
The camera for the most part is excellent, only occasionally blocking an important view and hindering your progress. At least, when playing as the Hulk. As Bruce Banner the camera is fixed and although it's usually in an intuitive position it's not unusual to become frustrated as you run off the screen into the flailing arms of a guard. Likewise, the sound fluctuates between good and so-so. The voice acting is always a treat to hear, though.

However, *The Hulk* isn't all peaches and cream. Like many games in this genre it suffers from repetition. Kicking soldiers about may be fun for the first few

levels, but there just isn't enough in there to keep things interesting. While some boss encounters do challenge you a little and require a different approach, they're far too rare to lift the overall experience.

The other problem is that it's all too easy. Once you've got Hulk's attacks under control it's simply a case of running in and killing everything – most problems can be sorted out with a huge punch. What's more, if you sit down with the game it'll be over by teatime, although there is a third game mode – the second being a Challenge mode – which you can only access by inputting a password given out in the film. Unfortunately, at the time of writing the film hadn't quite been released over here, so we can't tell you about it. It's not that *The Hulk* does anything especially wrong, it's what it doesn't do. Given the subject matter, you can't knock the developer for that. Still, the game is much like the Hulk himself – bludgeoning, loud, unthinking and, very occasionally, as soft as muck.

SEEING RED: Collect the red power-ups to fill your anger bar and you enter Rage mode where your hits cause more damage and you can take more of a beating.



There are all sorts of things scattered around which the Hulk can pick up to whack his adversaries with. Even cars!

You come into contact with creatures from another world and what do they do? Steal your shoes and shirt!

I'M, SNEAKING AROUND...

CAUTIOUSLY DOES IT

It's not all smash, smash, smash in this game. There are several stages where you play as the Hulk's alter ego Bruce Banner. Being a man of science he's not much of a match for the numerous soldiers who patrol the labs inevitably he has to infiltrate stealthily. This is where the game takes a few hints from the likes of *Metal Gear Solid* and you find yourself hiding behind boxes waiting for the right moment to make a dash for an air duct or frantically dragging crates across the floor in order to clamber onto a rooftop. The analogue control is useful in these stages too, due to the sleeping dogs that regularly appear in outside areas. Step quietly and you'll be okay...

Fortunately these stages are quite short, so as to not get annoying, and the slower gameplay breaks up the action a little. They also feature simple little puzzles that serve as door locks which while not all that taxing, are a fair enough distraction to keep you entertained.



CUBE VERDICT

THE HULK

INTENSE, MINDLESS THIRD-PERSON CARTOON ROMP



VISUALS

Look quite smart, but can sometimes be a little too basic



AUDIO

Original voice-acting is good, but the music is mostly forgettable



GAMEPLAY

A mindless movie smash-em-up is a love it or hate it thing...



LIFESPAN

30 levels, but none of them last very long. There's stuff to unlock though



ORIGINALITY

As original as beans on toast. Or a scrambled egg. Take your pick

ALTERNATIVE

A big movie licence that becomes bogged down with dull exploration and a shoddy camera.



SPIDER-MAN: THE MOVIE

2ND OPINION

SULK! "Smashing stuff up is fun for a while, but the shallowness of it mixed with the awful 'stealth' levels spoils a competent if entirely unspectacular game"

FINAL SCORE

6·4

FOR HULK FANS THIS MAY PROVE TO BE ESSENTIAL, BUT FOR THE AVERAGE GAMER IT'S NOT



CUBE

INFORMATION

SX: SUPERSTAR

PUBLISHER: ACCLAIM

DEVELOPER: CLIMAX STUDIOS

PRICE: \$49.95

ORIGIN: UK

PLAYERS: 1-2

MEMORY: 3 BLOCKS

TOTAL GAMES



OUT NOW

TBA

OUT NOW



Yet more brown action



Motorcycle games rarely fire the imagination, and this doesn't buck the trend



Look, lens flare. We love that here at CUBE. Love it!



SX: SUPERSTAR

There's nothing 'super' about it..

WE CAN'T say for sure whether or not anyone bothered to actually playtest SX Superstar, because from what we've played, it appears no-one did! Either that or Climax Studios has created its scrambler title for a race of super-intelligent alien beings. Even then, those alien beings have been exposed to far too many other average scrambler games in the past year to give a damn about yet another one.

Yup, it's pretty safe to say that we don't rate SX, and here are the reasons why. For starters, it comes at a bad time. There are too many of these games on the shelf already, and SX doesn't do anything to make it stand out. Pick a character, pick a bike, start a championship, earn some money... wait for it... and eventually, lo and behold, you can buy a new bike! Marvellous.

Now let's pretend for a second that you've never played one of these games

before. You pick up the pad and go straight to the controller configuration screen to figure out what the buttons do... only, there isn't one. Hmm, that's a bit lax - they must've put a Training mode in there instead. Oh, there isn't one of those either. So, you go straight into Arcade or Championship without knowing anything about the Trick button, the Slide button or the Preload button. Yes, you can always look in the manual, but since when did developers become so damned lazy? We'd better not mention the fact that there's only one camera angle...

Before you even get a chance to figure out the controls you'll find yourself battling against another problem: Where the hell am I going? If it's simply a case of following a track, you'll be fine, but quite a few courses are cross-country affairs. There are so many short-cuts and alternative routes that you'll soon become completely disorientated. There's a green arrow at the top of the screen that's supposed to tell you where you're going, but to be honest the arrow is about as helpful as a sloth in a 4x100m relay. You end up

going round and round in a variation of circles without ever completing one lap, and will eventually quit the race through blood-vessel-bursting frustration.

There is an acceptable game underneath it all, but \$100 and a whole load of lost patience is too high a price to pay for a few mediocre tracks.

CUBE VERDICT
SX: SUPERSTAR

RACER THAT WAS PLAYTESTED BY ELEPHANTS



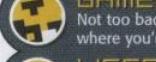
VISUALS

Nice in places, but obviously a PlayStation 2 port



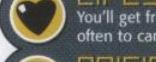
AUDIO

Licensed but quite obviously generic 'extreme' tunes



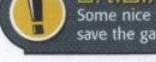
GAMEPLAY

Not too bad once you know where you're going



LIFESPAN

You'll get frustrated with it far too often to carry on until the end



ORIGINALITY

Some nice touches, but they don't save the game

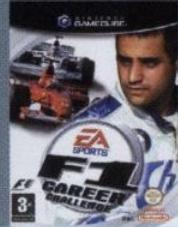
FINAL SCORE

5.3

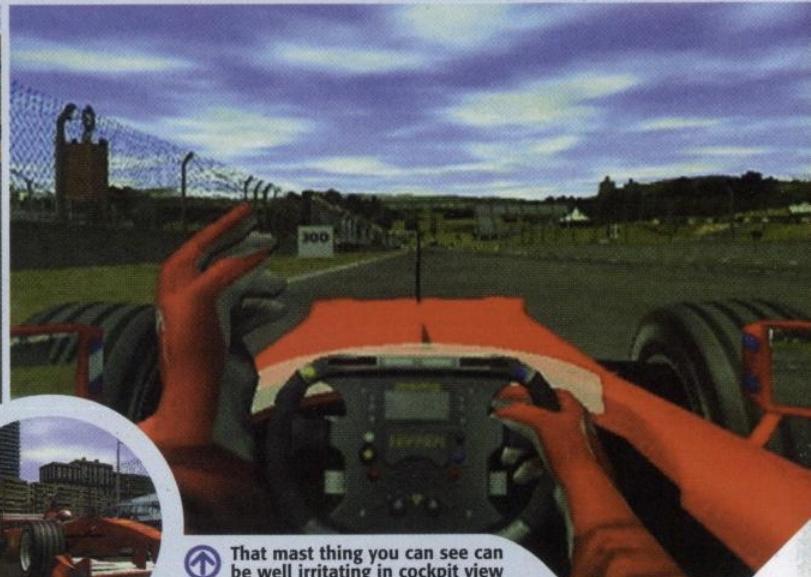
AVERAGE RACER/TRICKSTER THAT LACKS FUNDAMENTAL GAMEPLAY ELEMENTS

CUBE**INFORMATION****F1 CAREER CHALLENGE****PUBLISHER:** EA SPORTS**DEVELOPER:** IN-HOUSE**PRICE:** £39.99**ORIGIN:** US**PLAYERS:** 1**MEMORY:** 9 BLOCKS**TOTAL GAMES** **MOVIES** **PICTURES**

OUT NOW OUT NOW OUT NOW

**Life in the fast lane****F1 CAREER CHALLENGE**

Back to Damon Hill's Jordan days

**Chicks, cars... is this the world's best job?**

AFTER SEVERAL years as an avid F1 fan, my personal interest in the sport petered out about three years ago when it became farcically one-sided with almost zero on-track entertainment. Michael Schumacher won, and the rest of the placings were decided by pitstop strategy. This year the implementation of various new rules seems to have created a sense of competition once more. It's ironic then that *F1 Career Challenge* focuses on the sport's wilderness years. But let's not get ahead of ourselves. Big up EA for giving us something new and a little different to the yearly stat update. As the title subtly hints, *Career Challenge* focuses on you, the player, as an individual aiming to climb to the top of the F1 tree rather than just presenting you with a straight F1 season and no goals beyond that.

Complete Training mode to earn your racing Super Licence and you'll be offered contracts by a couple of the lowlier F1 teams. Choose which you prefer and go into a season but, and here's the clever bit, well-placed finishes and on-track performance add to your reputation. If you do well enough you'll find the big boys come knocking on your door. It's a great idea and something that's been

sorely missing from F1 games in the past. Unfortunately, you only get three seasons. The game starts in 1999 and ends in 2002, which isn't quite the 'career' one might have hoped for. Great drivers are around for years and this is a big shot in the foot for such a potentially cool mode. It also means you don't get the 2003 season and consequently none of the new rules or the latest driver line-ups.

The racing itself is tough and will only appeal to simulation and F1 fans. The cars can be very twitchy and you really need to know each track inside out before you can hope to put any decent times on the board. However, in a first for the series there's a nod to more arcadey games with loads of fun little things to unlock and play with. Whenever you put in a good sector time, flawless lap or take a perfect corner you're awarded points which can be cashed in at the end of the race. These can buy you anything from snazzy new helmet designs to more powerful engines to sexy pitlane floozies. Whatever floats your boat.

F1 fans will love the Career mode, but with just three seasons the game doesn't make the most of it. Still, a rock solid simulation of the sport if you like your racing on the anal side.

That mast thing you can see can be well irritating in cockpit view

**CUBE VERDICT****F1 CAREER CHALLENGE**

CAREER MODE IS JUST WHAT THE GENRE NEEDED


VISUALS
All looks solid and funky, if you like to see tarmac and cars

AUDIO
The usual whiny engines but a lack of radio-chatter

GAMEPLAY
Fiddly and tough to get to grips with at first

LIFESPAN
Plenty of challenge but could have done with a longer Career mode

ORIGINALITY
The unique selling point is the Career challenge, but it's too short
FINAL SCORE
DOES SO MUCH RIGHT THAT IT MAKES THE SHORTCOMINGS HARDER TO STOMACH



DO YOU KNOW: COLIN MCRAE, THE RALLY SUPERSTAR, EARNED £3.5 MILLION

Va va
Voom

V-RALLY 3

CUBE

INFORMATION

V-RALLY 3

PUBLISHER: ATARI
 DEVELOPER: EDEN SOFTWARE
 PRICE: \$99.95
 ORIGIN: FRANCE
 PLAYERS: 1-4
 MEMORY: 14 BLOCKS

STATS

- FEATURES REAL-TIME CAR DAMAGE
- RACE THROUGH TOUGH SEASONS
- RACE YOUR FAVOURITE VEHICLES
- GAIN CONTRACTS

TOTAL GAMES: 100 MOVIES: X PICTURES: ✓

OUT NOW TBC TBC

GAMECUBE



Every rally game has to have a Scooby-doo, right?



Better start those engines...

AS A RULE

racing games come in two different flavours.

The first option – the sweet one – is initially the tastier, more self-indulgent one, immediately gratifying but will of course ruin your dinner. But then there's the savoury option, which always leaves a subtler aftertaste, much appreciated over time. Obviously, when the subject is racing games then this vague, unruly metaphor could only refer to two things – arcade racers and simulations, and if you have any history with Sony's PlayStation then you may be surprised that *V-Rally 3* sits firmly wedged in the latter camp. Although the first games in the series had all the trimmings of simulation, it instead offered slidey-fun arcade style handling; *V-Rally 3* on the other hand has ditched all of this and attempted to offer something that makes up for its stripped-down set of features by giving the player the

opportunity to really delve into the handling of the cars.

For a series that has a reputation for providing ample reward for those willing to spend ungodly amount of hours at the game, *V-Rally 3* seems to be somewhat lacking. There are only three modes to play – V-Rally mode, (which is the career option – race through all of the countries and sign team contracts), Challenge (three courses with a time limit in which to complete them) and Time Attack (obvious). That's it. The much loved Create A Track mode is nowhere to be found, which is disappointing to say the least considering how many people loved it. We thought it would be a warm day in Melbourne before that happened.

But never mind, the most important feature of a driving game is how the car handles – and when tarmac is the driving surface that features least in the game this point becomes even more

relevant. At first, the game seems resolute in punishment. Your car will both under-steer and over-steer (depending on what you don't want it to do at that particular time) and it's all too easy to touch the handbrake a little too much and end up skidding out of control and go careering into a conveniently placed tree. But as you begin to use your brakes a little more wisely and get a feel for your car, and as you learn the layout of the courses, you'll find yourself taking the corners with mathematical precision and accelerating out with style. For those who are in for the long haul, *V-Rally 3* is immensely satisfying.

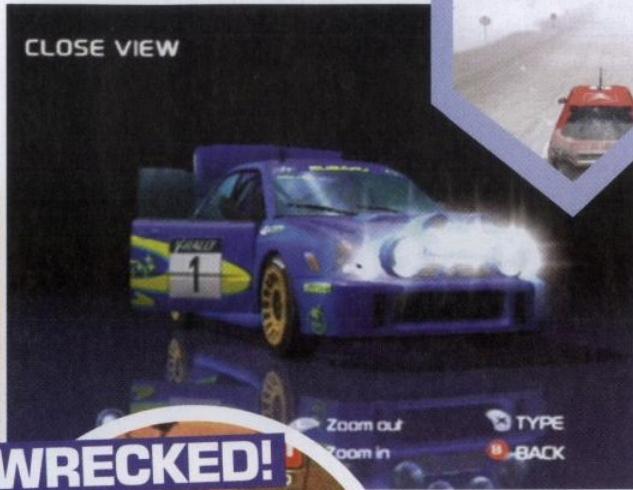
When it comes to audio-visual pleasure the word 'heterogeneous' is the first one that springs to mind (as it often is). The courses do a good job of making you believe that there is life outside of the track (more than one person remarked on the open spaces on either side of the racing line) and there are several instances when you'll

The graphics are okay but *Gran Turismo* is sniggering at the back



No 1 – that'll be CUBE's car then! Really though, we're a bit fed up of 555s. How about a souped-up tractor or something?

CLOSE VIEW

**WRECKED!****SMASH & DRIVE**

Give your car too much of a battering during a race and you'll have to retire from the whole season. If this happens too much your name will become tarnished.

TURN UP THE ICE: Weather plays an important part, particularly on the snow courses. It's very easy to get disorientated and start driving in the wrong direction.

TYPE
CUBE
CAP



CUBE		AWKA TRACK	
Length	4405 mm	Width	1730 mm
Height	1490 mm	Wheelbase	2525 mm
Weight	1300 kg		
IMPREZA	2001	Engine	
Brakes	Front Disc, Rear Drum	Angular capacity	180°
Transmission	5-speed manual	Longitudinal	
Gearbox	Manual	Cylinders	4/16
Steering	rack and pinion	Valve lift	
Brake Assist		Max Power	300 bhp/2200 rpm
Anti-lock		Max Torque	460 Nm/4000 rpm
Stability Control			
CLOSE VIEW	CAR DATA	OK	

GAME OF CHAMPIONS**GET A CONTRACT**

For rally-heads, there is nothing better than V-Rally mode. In this you have to travel the world winning races and in turn sign contract deals to get better cars. Eventually you can ditch the FWD go-karts and get hold of some 4WD monsters such as the Subaru Impreza and Mitsubishi Lancer Evolution VII. Of course, because these cars are faster and able to accelerate far more rapidly, the tracks you thought you knew so well before change into things far more demanding as you start braking much later into corners than you would otherwise.

The best thing about V-Rally mode though is that car damage actually means something. Destroy the suspension and you'll have no control around the corners. Puncture a tyre and you'll track in that direction the whole time, as well as lose acceleration, top speed and control. There will be instances where you can't get above fourth gear, thus compromising yourself on the straights, and others where your whole chassis goes for a tumble down some cliffs, in turn making your car less able to take random dings into rocks. To make things worse, you can only repair your car between every two races, and even then you've got a time limit, so getting every element of the car ship-shape is not an option.



think "Oh, that looks like that rustic spot where I sat down for a sandwich" to yourself. But – and you knew it was coming – the technical quality of the graphics isn't too hot (is that a PS2 underneath your TV or shall we just port it?). The textures and, less importantly, the polygon count makes things look awfully clunky. Sonically the game is rather impressive during the menu screens with some endearingly inoffensive Euro-pop-lite chattering away in the background, but there is a notable absence of anything during the actual racing – aside from a co-driver who will frequently swear at you (charmingly complete with Bloomers 'bleeping') and mispronounce words to make them sound ruder than they actually are.

Sure, there are technically sexier looking games out there, but when it comes to the crunch, we'd rather sit down at a table opposite Einstein than some good looking Hollywood actor – quite simply because there's more to it.

Lately the GameCube seems to be receiving an influx of racing games, so it's up to each one to try to carve out a reputation for doing something different or extremely well – ideally both. *V-Rally 3* offers car damage, depth in the car handling and tough, satisfying gameplay. If you fancy something a little less flash but far more refined, then you won't go wrong with *V-Rally 3*. Just don't go in expecting to powerslide your very first corner. It won't happen, believe us, we tried.

"THE COURSES DO A GOOD JOB OF MAKING YOU BELIEVE THAT THERE IS LIFE OUTSIDE OF THE TRACK"

CARS WITH HIGH SUSPENSION are like old men with their socks pulled up... so Chandra says, anyway

**CUBE VERDICT****V-RALLY 3**

DECENT RACER FOR THE RALLY-STARUED

**VISUALS**

Not astounding but they run smoothly and stay up to the job

**AUDIO**

No music during the races but the menus sound great

**GAMEPLAY**

Demanding controls may put some off, but it's worth sticking at it

**LIFESPAN**

Once V-Rally mode is done the only reason to come back is Time Attack

**ORIGINALITY**

Powerful cars, twisty tracks... doesn't introduce anything new

ALTERNATIVE

Distinctly average by all accounts, this throws up no surprises and becomes tiresome.

PRO RALLY 2002

2ND OPINION

HARD RIGHT! "On first play *V-Rally 3* is a very harsh experience. But give it some time and soon you'll be hammering through the corners in fine style. One for die-hard fans."

FINAL SCORE

7.8

V-RALLY 3 IS A FINE GAME AND VERY REWARDING — BUT ONLY FOR A CERTAIN CROWD

CUBE

INFORMATION

TOP ANGLER

PUBLISHER: XICAT INTERACTIVE

DEVELOPER: SIMS CO

PRICE: \$99.95

ORIGIN: US

PLAYERS: 1

MEMORY: 2 BLOCKS

TOTAL GAMES: MOVIES: PICTURES:

OUT NOW TBA

OUT NOW

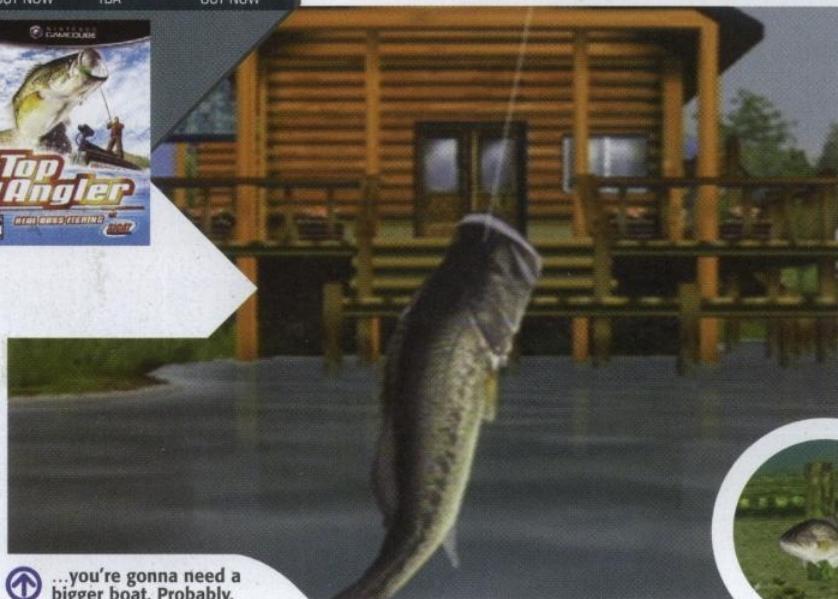


Slippery when wet,
smelly when dry

DID YOU KNOW: YOU CAN DISTRESS TROUT BY STINGING THEIR LIPS



TOP ANGLER



...you're gonna need a bigger boat. Probably.

Fish on! Nope,
hook off...

POSSIBLY the greatest thing about living in modern times is that our consoles have access to more graphical power than ever before. Yes, you can forget low child mortality rates and 'two nights for one' at Blockbuster because Great Graphics are here. Well, they should be. Unfortunately, this woeful bit of roe is defiantly a bit cloudy in the eye and browning around the gill.

Top Angler has many problems that could be discussed in many articulate ways. But no, its main one is that it just doesn't look like a modern fishing game. Colours are muted, fish animation stilted and the water effect just makes you glad to live in the real world where the liquid doesn't look as if it means harm to you and your loved ones.

Not only is it ugly, it's plain emotionless. You move around the lakes (which should look gorgeous) with all the connection of a robot. No swishing your boat around while waves break against shore - no, just a bloke in a grubby raincoat zipping around as if he were pushed by an unseen force and couldn't care less.

The feel of being in the open air, the thrill of the hunt and the embarrassingly high rush of adrenalin as you land a virtual denizen of the deep, these are just three of the incredibly necessary elements missing from this grubby piece of flotsam. Causing innocent fish immense pain should be a deeply gratifying experience. What we have here is a lo-fi attempt at the sport which will make you yearn for a more satisfying experience. Like pulling the wings off flies using chopsticks, for example. Or just going out on the river and doing it for real...



CUBE VERDICT

TOP ANGLER

THIS ISN'T THE FISHING GAME YOU'RE LOOKING FOR



VISUALS
Looks like something the Dreamcast would have laughed at



AUDIO
The thwip of line, the splash of salmon, and no nu-metal soundtrack



GAMEPLAY
Slightly preferable to gazing at your feet while shaking a finger



LIFESPAN
If it rains for 40 days and nights, expect to play for five



ORIGINALITY
"Originality" and "fishing" mix like oil and "water"

Only by using Norman Bates as bait could you hope to catch such a groovy old house

"I'll find him for three, but I'll catch him and kill him for ten" Ok, we watched Jaws last night!

FINAL SCORE
4.9

KILLING FISH IS A BEAUTIFUL
PASTIME THAT DESERVES
BETTER THAN THIS BASS TURD.

CUBE**INFORMATION****SUPERMAN: SOA****PUBLISHER:** ATARI**DEVELOPER:** SHEFFIELD HOUSE**PRICE:** \$99.95**ORIGIN:** UK**PLAYERS:** 1**MEMORY:** 1 BLOCK**TOTAL GAMES** MOVIES PICTURES

OUT NOW TBA OUT NOW

**Man Of Steel****SUPERMAN SHADOW OF APOKOLIPS****Not so much Superman as Really quite average man****THIS GAME**

has everything – cool cartoon graphics, laser vision, fisticuffs and who hasn't dreamt of being able to fly high above the city? So why haven't we fallen for its undeniable cartoon charms?

It comes to something when you can say, hand on heart, that you would far rather watch the cut-scenes in a game than actually play the game itself, but that is very much the case with *Superman: Shadow Of Apokolips*. It's a good job then, that *Apokolips* has more than 40 minutes of brilliantly animated cut-scenes to play out the Saturday morning TV plot, all featuring the voices of the original actors from the TV series. As Superman (and Clark Kent – more of that later), you have to battle an army of robots to save the world from Lex Luthor (who else?) and supervillains like Metallo through 15 levels.

It's a Superman game, so there's lots of flying, obviously, but – here's the 21st century twist – you also get to sneak about as Clark Kent and infiltrate the Lexlabs by means of that videogame vogue – stealth.

There's a good range of moves on offer, from X-ray vision to ground pounds, but you really expect more walking speeds

than just 'walk' and 'run' – where's the tip-toeing or jogging that your friend and mine, Mario, has been doing for years? More frustratingly, there's a clunky switch between low and high speed flight. Push forward on the left stick to fly forwards slowly, or use the right shoulder button to fly more quickly – the trouble is that you will want to move from one speed to the other on the go and as you use the trigger, you'll find that pushing forwards on the stick will send you plummeting towards the ground.

This game also has a few of my pet hates in the third-person action/adventure genre, like continuing to run when you've hit a brick wall, open doors that you just can't walk through and glitchy animation as the Man of Steel has an epileptic fit because you've managed to fit a pint in a half-pint glass and ended up somewhere the developers weren't expecting. BUT. And this is a big but – by far the biggest crime is the invisible wall.

You know: the ones that stop you going somewhere for no logical reason other than 'You just can't. Alright?' Well, no, it isn't alright, actually. Especially when you're swooping across the streets of Metropolis and end up like the superhero equivalent of a pigeon that can't see

double glazing. Splat! For no reason.

The atmosphere is superb, the animation is excellent and the plot is much better than your average game fodder, but actually playing the game takes a grim kind of determination to reach the next cut-scene and the chance to sit back and actually enjoy a little time in the great man's company. *Superman: Shadow Of Apokolips?* Shadow of Acrockofsh*t more like!



**THIS IS ONE OF THE BAD GUYS.
YOU CAN JUST TELL, CAN'T YOU?**

CUBE VERDICT
SUPERMAN: SOA
WHAT'S SO SUPER ABOUT THAT THEN?**VISUALS**

Really, really nice in a cartoon series kind of way.

**AUDIO**

Stirring synth-orchestral and excellent character acting.

**GAMEPLAY**

Slightly clunky, but it does get in the way of the movies nicely.

**LIFESPAN**

Not bad, but we reckon you'll lose interest before the end.

**ORIGINALITY**

None at all. Cartoon action with a dash of *Metal Gear Solid*.

FINAL SCORE

6.5

**DESPITE THE POLISHED
PRESENTATION, THIS IS A DEEPLY
AVERAGE GAME.**



DID YOU KNOW: SYLVESTER ROPER BUILT THE FIRST MOTORBIKE IN 1866

The fastest thing on two wheels



CUBE

INFORMATION

SPEED KINGS

PUBLISHER: ACCLAIM

DEVELOPER: CLIMAX

PRICE: \$49.95

RATED: UK

PLAYERS: 1-2

REFERENCE: 3 BLOCKS

STATS

REWARDS RISKY PLAY

TRICK POINTS MODE

UNLOCK LOADS OF BIKES

HIGH-SPEED COMBAT

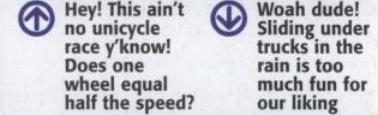
TOTAL GAMES

MOVIES X PICTURES ✓

OUT NOW

TBA

OUT NOW



So I have a pink bike. What of it?

LAP TIME 0:00.09 49 LAP 1/3 WHEELIE 109 FT

Hey! This ain't no unicycle race y'know! Does one wheel equal half the speed?

Woah dude! Sliding under trucks in the rain is too much fun for our liking

Violence, skidding, motorbikes, racing... this has got everything you need!

SPEED KINGS

is a racing game with a difference. Winning isn't simply a case of out-cornering your opponents and getting lucky with oncoming traffic – your performance is also determined by the amount of boost you have at your disposal, which you raise by performing hair-raising high-speed shenanigans like brushing against the side of vehicles, doing a handstand on your handlebars for 1,000 metres or weaving in and out of traffic. You can also knock other bikers from their rides by kicking and punching.

Sound familiar? It's quite obvious from the moment you start playing that *Speed Kings* is essentially a meld of one of our favourite GameCube games *Burnout* and the old 16-bit title *Road Rash*. Which, of course, is no bad thing when you consider just how much fun these two games are.

At first *Speed Kings* revolves around the 'meets' – a group of three races set around various cities that employ the same qualifying mechanic that has been

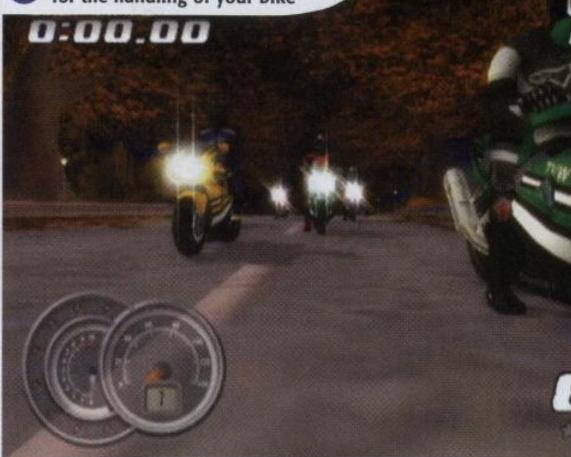
so prevalent in almost every other racing game ever. The difference here is that during the races you are expected to perform set tricks that earn you respect points which in turn unlock new machines for you to race on as well as finish in first position. However, things aren't as pressured as they sound; you can always go back and have another go at the tricks after winning the race. Of course, this isn't the only mode. You have two-player races, 'tag' games, a Grand Prix mode and the opportunity to earn a licence. (Although, unlike *Gran Turismo* on the PlayStation, this doesn't seem to serve much purpose.)

Not only do you have to worry about muscling your bike around tight corners, oncoming traffic and flailing-limbed bikers, but occasionally you'll also find your route blocked by a fallen tree or a giant truck trundling across a junction. Luckily, *Speed Kings* has a special move for these situations – the Powerdown. As you can probably imagine, this involves sliding

SPEED



Rotting leaves can't be good for the handling of your bike



SOGGY RACING: Different weather conditions mean different handling characteristics of your bike. Make sure to be careful in the rain and snow!



Twisting the throttle in that position will only disorientate you more!

MORE!

SAY AGAIN

Like all good racing games these days, viewing your performance via the replay option is as much fun as actually taking part in the challenges. Especially crashes.

your bike along the rode in a kind of prone position for a few seconds in a flurry of sparks and dust, thus allowing you to pass under high objects. Cleverly, this can also be incorporated into combat; knocking people off of their bikes from behind has never been so much fun!

Speed Kings is an oddball. It successfully incorporates elements from past hits into a very enjoyable and addictive game and in the process does nothing to offend. It's just that... well, it's all a little underwhelming. For the most part the gameplay is fine – bar one issue that shall be mentioned later – but there is a definite case of 'seen it all before' when playing. Maybe its because the aesthetic elements of *Speed Kings* are pretty average (while the bikes and rider models look fine, the track and surrounding architecture looks a little clunky and there is a noticeable lack of detail in even the most basic of structures) but when dodging heavy traffic in a one-way tunnel the last thing you'll be gazing at are bump-mapped bricks, so its not a huge issue. It's more of *Speed Kings* failing to do anything special that separates it from the crowd that's the underlying problem.

We do have one issue with the gameplay though – handling is a little too lenient. It's far too easy to take hairpin bends on your knees and not spin out the back wheel and go tumbling. Shunting into traffic at high speed or going over the bars after landing a jump will be the cause of most of your falling off – and while this does make for a faster game and tighter competition initially, in the long run it also means that the bike handling is far too shallow for you to get heavily involved in and race results end up being too reliant on your boosting and whether other players were just unlucky when it came to traffic.

Although *Speed Kings* seems like a whole lot of fun at first, it's telling that we've not dug it out of the cupboard since reviewing it. With its fast speeds and risk-taking gameplay it's recommended to anybody who fancies some arcade action and are already 'burned-out' on *Burnout* (sorry). But if you're after something with a little more substance to it, then holding on to your cash until something more worthy of your money comes out would be the best idea.

KINGS

BORN TRICKY

DON'T GET SKID MARKS!

The key to building up your boost meter and steaming ahead of the competition is in the tricks you pull and how close you can get to traffic without falling off. Note we didn't say hitting it – scraping your body along the side of a bus will earn you big points. When it comes to tricks during a race though, you want to be pulling off the ones that allow you to retain your speed and handling – handstands, surfing... that sort of thing. However, respect points are only earned for completing specified tricks, so sometimes you'll have to get far enough into the lead in order to be able to execute three donuts (360° skid) or 250-foot rolling endos without falling behind.



↑ 'Ding!' Just a few more of those and a speed boost is ours

"OCCASIONALLY YOU'LL FIND YOUR ROUTE BLOCKED BY A FALLEN TREE OR A GIANT TRUCK"

CUBE VERDICT

SPEED KINGS

HH

VISUALS

A bit chunky, a bit blurry, but they do the job well enough.

AUDIO

The music is a tad cheesy but the engine noises are deep and throaty.

GAMEPLAY

Simple, clean fun that you don't need to practise at to enjoy.

LIFESPAN

There are quite a few unlockables, lots of modes and fun multiplayer.

ORIGINALITY

Could be *Road Rash* for the next generation. Maybe.

ALTERNATIVE

Super-slick and polished to an astonishing degree, Essential for any GameCube owner.



BURNOUT 2

2ND OPINION

SPEED-U-LIKE! "With the likes of *Burnout 2* on the market, a racing game needs some style and flair to succeed. *Speed Kings* isn't bad it's just... there."

FINAL SCORE

6.7

SPEED KINGS IS CERTAINLY GOOD FUN, BUT A LITTLE TOO SHALLOW.

Running out of monster storage?

CUBE

INFORMATION

RUBY & SAPPHIRE

PUBLISHER: NINTENDO

DEVELOPER: IN-HOUSE

PRICE: \$125 (IMPORT)

ORIGIN: JAPAN

PLAYERS: 1

MEMORY: 59 BLOCKS

STATS

- STORE YOUR MANY MONSTERS
- PLAY RUBY/SAPPHIRE ON YOUR TV
- MORE STATS THAN YOU EVER NEED
- LINK CABLE BUNDLE AVAILABLE

TOTAL FREE MOVIES PICTURES

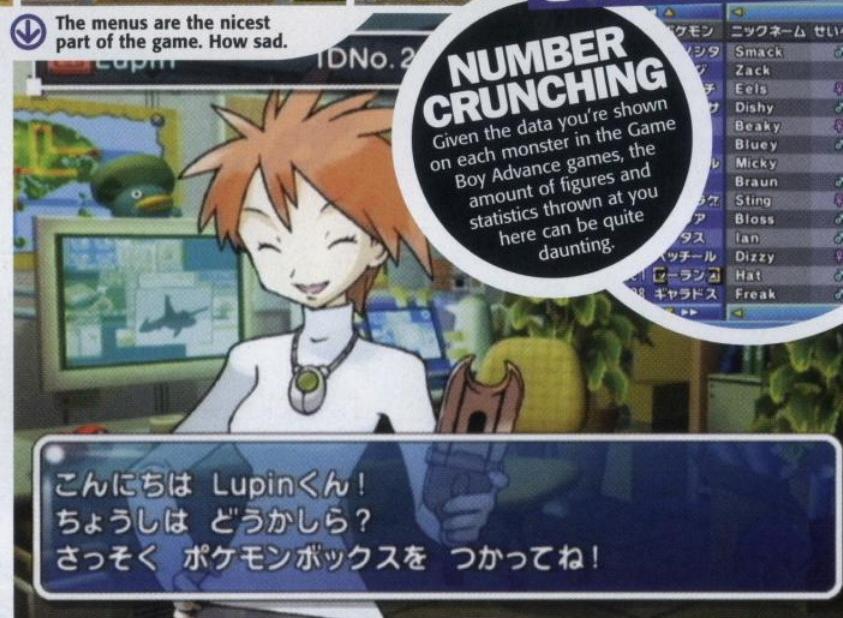
TBA OUT NOW TBA



STATISTICS!

NUMBER CRUNCHING

Given the data you're shown on each monster in the Game Boy Advance games, the amount of figures and statistics thrown at you here can be quite daunting.



At last... a game that lets you create pointless displays!

POKEMON BOX RUBY & SA

Pray silence for the first GameCube Pokémon game. Well, if you can call it that...



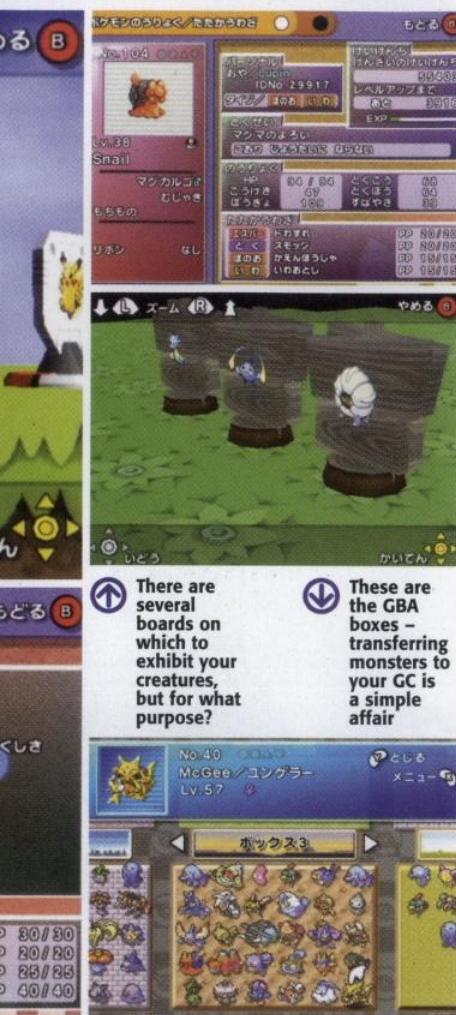
We didn't think for a moment that his true GC debut would be so bad...

TRY ALL

you like but you won't find many bigger fans of the Pokémon series than us. We've lost what must now be months to the many titles, already ploughing over a hundred hours into both the US and Japanese releases of *Ruby* and *Sapphire*. We even got a buzz from adopting our deepest southern drawl and conversing with the monsters in *Hey You, Pikachu!* – that's how much we love it. Judging by this, you expect us to be jumping for joy every time a new Poké-game finds its way into the office and while this would normally be the case, *Pokémon Box* just doesn't

cause the kind of mass hysteria it probably should among us. Why? Because we've 'played' it...

You see, when we say we've played it, we mean we've come as close as everyone else who owns it. It's not a game – it's a utility. Given that the GBA titles already give you ample storage for nearly 500 creatures (more than most players will ever catch), we're struggling to see not only the appeal of the 'game' but the point as well. Besides transferring your beloved trainees onto a memory card where they can loiter without purpose, a few other options are presented to the player – outside reams of statistics and moving back and forth, you're left with just the option of playing *Ruby* or *Sapphire* through your television (see



There are several boards on which to exhibit your creatures, but for what purpose?

These are the GBA boxes – transferring monsters to your GC is a simple affair

BIG SCREEN DEBUT

WHAT GBA PLAYER?

Supposedly one of the best points of *Pokémon Box* is that it allows you to play your GBA *Pokémon* titles on your TV. Several months ago, this may have been an incredible novelty but after the advent of the Game Boy Player it's somewhat redundant. Unsurprisingly, the interface is identical to that of the GB Player and it does raise an interesting question; could the GB Player have been re-created in a similar manner so that the add-on hardware isn't necessary? Anyone who witnessed the shocking loading times of the GBC games running through the *Pokémon Stadium* N64 games will know that mere connectivity can't faithfully recreate the Game Boy titles...



PPHIRE

'Big Screen Debut'). Wow. What's perhaps worse than the game's already niche appeal is the fact that it doesn't achieve or even attempt the polish or sheen of the rest of the series. After the lavish front-end, practically everything is conducted with actual sprites from the GBA games. While these may look great on your tiny portable screen, the pixelated enlarged versions are far less endearing. Is it so much to ask for some decent artwork or even polygonal re-creations of your favourite *Pokémon*?

It's sad to see this happening to a once-proud series – titles like this will serve only to reinforce negative reactions to a franchise that seems all too keen to prove its critics right. Don't get us wrong, the Game Boy Advance games are some of the best on the system and

Colosseum should satisfy our Cube monster hunger later in the year, but this is one occasion on which we simply have to express our disappointment. Oddly, it seems as though the Japanese see the product in a different light – at the time of going to press, *Box* is sitting pretty atop the charts in the East, occupying the top two positions (the regular and bundle packs). That doesn't make it right, of course, but if you're looking for a way to store a lot more monsters, look no further. Chances are, though, you'd rather pay your money for a proper game you can get some enjoyment out of, and while it saddens us to say it, if this is the case you're simply going to have to look elsewhere.

LINK ME UP: One plus side to the package is that for a little extra cash you can get a GC-GBA link cable and a memory card with the game.



A STAR ISN'T BORN

DISAPPOINTMENT AFTER DISAPPOINTMENT

Just when we were thinking *Pokémon Box* was a waste of all of our time, hope was suddenly rekindled – a character from the game graces the screen and transfers a *Pokémon* egg to your GBA cartridge. Thinking this could be our chance to snag one of the rare or missing monsters from *Ruby* and *Sapphire*, we took straight to the job in hand, dashing back and forth in an attempt to hatch the promising specimen. An hour or so later, the egg begins to crack, but suffice to say our excitement was short-lived – all we had been incubating was a Level 5 common monster readily available in *Ruby* and *Sapphire*. The one slight saving grace is that these egg creatures can sometimes be blessed with abilities they can't normally learn, but is that really worth the price of the game?

"IS IT SO MUCH TO ASK FOR SOME DECENT ARTWORK OF YOUR FAVOURITE POKÉMON?"

CUBE VERDICT

POKEMON BOX R&S

ALMOST UTTERLY WITHOUT USE

VISUALS

For the most part, don't expect anything the GBA can't do

AUDIO

Again, some superb versions of familiar tunes but nothing new

GAMEPLAY

What little gameplay there is comes courtesy of the brilliant GBA games

LIFESPAN

If you have enough monsters to need a whole new memory card...

ORIGINALITY

In its way, this is solid innovation. Too bad there's no game there...

ALTERNATIVE

Why blow cash on sorting out your collection when you could be training and adventuring?

POKEMON RUBY & SAPPHIRE

2ND OPINION

POKÉ-CASH IN! "Could Nintendo have come up with anything more blatantly obvious than this complete waste of cash? The worst *Pokémon* product EVER. Really."

FINAL SCORE

2.9

SETS OUT TO BE A USEFUL PIECE OF SOFTWARE AND FAILS ON ALMOST EVERY POSSIBLE LEVEL

Presenting the **MULTIFORMAT** games magazine of the future

THE EVOLUTION OF...

games™

PlayStation2 | GameCube | Xbox | PC | GBA | Arcade | Retro gaming



- 132 PAGES
- THE MULTI-FORMAT GAMES MAGAZINE OF THE FUTURE
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- FOR HARDCORE GAMERS
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LATEST ISSUE OUT NOW

NETWORK

CUBE

ISSUE NINE



YOUR LETTERS

VIEWPOINT

72 It's not so much a letters page as a load of stuff people have written to us



SOLUTION

76 Sail effortlessly into the wild blue yonder with the first half of our bumper walkthrough to SEGA's wonderful RPG epic. Proof positive of how a great game can stand the test of time.



PART ONE

SKIES OF ARCADIA LEGENDS

Your chance to get 'all up in our bidnuzz', or something. Are you tuff enuff?

REGULARS

CHEATING MONKEYS

74 This month we've been showing the monkeys pictures of the universe in an attempt to instil a sense of personal insignificance in their minds. They are not taking it well.



SUBS &
BACK ISSUES

Missed a copy? Shame on you! Better checkout this page, then...
99

ADVANCE

94

This month's selection of GBA titles rounded up, put in a pigpen and poked with sticks. This month for your pleasure we've got *Wario Ware Inc*, *GT Advance 3*, *Sega Arcade Gallery* and *Donkey Kong Country* no less. A good haul indeed!



I ♥ NINTENDO

98

This month we take a look back at the defining moment in videogame history that was *Mario 64*.



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CUBE

VIEWPOINT

ISSUE NINE

THIS MONTH THE LETTERS PAGE HAS BECOME SELF AWARE. SPOOKY, EH?

Like words? So do we – especially when we don't have to write them ourselves, so why not send us some we can use for free!

GET IN TOUCH

Whatever you have to say, whatever you want to write, we'll always lend a friendly ear and try to answer any questions or problems you might have. Here's how to find us...

EMAIL

To be sure they land in the right place, aim your emails at
CUBE@paragonpublishing.com.au

LETTER

CUBE Magazine, Paragon Publishing Ltd,
Level 5, 162 Goulburn Street, Darlinghurst,
NSW 2001

FAX

Or you can send your letter to us by fax on
02 9265 7650

RANT OR...

MR INQUISITIVE

I don't understand why the GameCube isn't getting respect from retailers. I mean my friends have Xboxes and PS2s and they reckon GameCube is better. Anyway, I heard that sometime in July AFL Live 2004 is coming out, is this true? And *Animal Crossing*, is there any way of getting a hold of it?

BRETT KINNAIRD, PERTH

CUBE: Thanks for the letter Brett – quite a few questions there buddy. For starters the reason why the GameCube isn't getting the respect from retailers is because they don't see it as being as financially viable as Sony and Microsoft's machines. Simple as that. As for AFL Live 2004, you can expect to see it released in August, as Acclaim is just putting the finishing touches to it. As for *Animal Crossing* – like we said last

month, there's sadly there's no chance of it coming out over here much to our continued dismay.

NOT SO ANIMAL MAGIC

I desperately need *Animal Crossing*! Last issue you said *Animal Crossing* won't be released here in Australia. You said it will be on a Freeloader disc. But Nintendo Gamer said it will be released here in Australia! I don't know who to believe.

IAN LOWIS

CUBE: Like we said before Ian, *Animal Crossing* WILL NOT be released in Australia or in any other PAL territory for that matter. Believe us, we know. What you can do is buy an import copy, but you'll also have to buy a Freeloader disc (version V.1.06B) to make it run. Sorry...

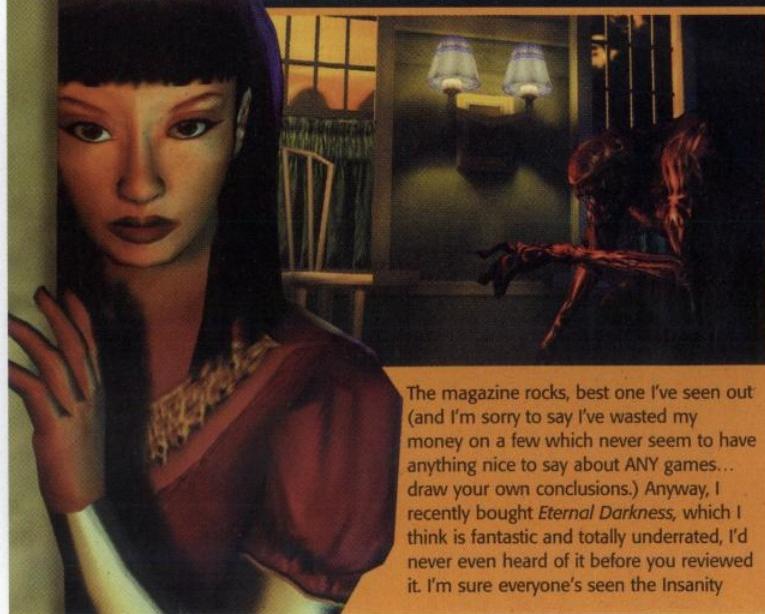
NOT JUST FOR KIDS

I would like to know why the hell do people call the GameCube a kids console. Are they stuck up or what because we have games like *Enter The Matrix* and *Hitman 2*. I hope you can answer this because it is bugging me.

DANIEL CARRIGY

CUBE: We've had questions like this before and no doubt we'll continue to get them. The reason that Nintendo consoles are regarded as being a 'kids' console is because over the years Nintendo consoles have had games which generally speaking are aimed at a younger audience, not least of which are games developed by Nintendo itself – just look at Mario, Zelda and Pikmin. Yes, the GameCube has more games like *Hitman 2* and *Resident Evil* nowadays, but they're not developed by Nintendo itself. The fact

THERE BE DARK DOINGS AFOOT...



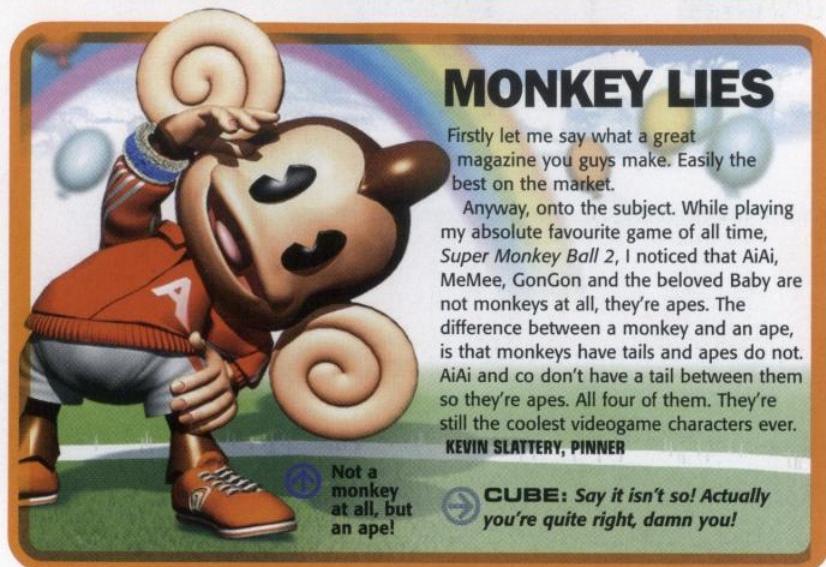
The magazine rocks, best one I've seen out (and I'm sorry to say I've wasted my money on a few which never seem to have anything nice to say about ANY games... draw your own conclusions.) Anyway, I recently bought *Eternal Darkness*, which I think is fantastic and totally underrated, I'd never even heard of it before you reviewed it. I'm sure everyone's seen the Insanity

effect in the game talking about a sequel *Eternal Darkness: Sanity's Redemption*. Is there any truth in this or was it just for the game as I have scoured the net and cannot find a thing (apart from on a Spanish site and I only understand one word in three) as I think a sequel would be great.

Also, I really think Nintendo are doing a sucky job at advertising! The ads that came out when the console was released were terrible and they barely ever have adverts for their games. I have seen one advert for *Metroid Prime* and one for *Zelda*, which sucked like a Dyson. I could do better adverts with a camcorder and a budget of 50p (maybe not, but it sounded good). Anyway, just had to vent. If you can find anything out about ED I'd really appreciate it.

RAVEN

CUBE: *Eternal Darkness* has divided opinion here. Sadly for the fans, no sequel has yet been announced.



is, that it's a stigma that has stuck with Nintendo from the early days and it seems one that will continue to dog the company in the future. That's just the way it is...

ARE YOU LONELY?

I only have single player games which are *Metroid Prime*, *Super Mario Sunshine*, *Spider-Man* and *Star Wars Rogue Leader*. So can you give some suggestions on multiplayer games.

PETER TOMICH

CUBE: Mate, just take a peak at our Directory (page 90) and you'll see that there are loads of great multiplayer games out there for Cubers. If you're into first-person-shooters you can't go wrong with something like *Timesplitters 2*, if you're into more party type games then we'd highly recommend *Monkey Ball 2* and *Bomberman Generation*. If beat-em-ups are your thing then *Super Smash Melee* could be what you're looking for. Then of course there's loads of multiplayer sports games to whet your appetite. Quite literally you're spoilt for choice.

KART IN A MOMENT

Mario Kart, eh? Wow. I'm sure everyone who loves Nintendo as much as me has seen the screenshots and the thought of two characters per kart is amazing! However, with this whole LAN thing I think Nintendo may shoot itself in the foot. I honestly can't see people lugging TVs around the house, or from house to house, just to play eight-player *Mario Kart*, as amazing as the prospect is. Surely it would be much more sensible for Nintendo to create a mode using the LAN link and have two player-controlled characters per kart (i.e. eight players being four drivers and four gunners) with the roles being switched by the person in the driving seat. This would be amazing as eight people could play *Mario Kart* on

one TV all at the same time, with CPU bots as the other karts.

I would also like to add that it would be foolish of Nintendo not to include an online option, as basic as that option may be (i.e. only racing, no Battle mode). I think this because if they included an online option they need not worry about servers as they are already up and running for both broadband and 56k users, and how much can it cost to include it?!! PLUS an online option would make the game sell like crazy (not that it won't sell by the bucketload), would probably cause more people to buy Cubes. Oh, and don't forget the ability to download new tracks etc.

DAVID FLEISCHMANN

CUBE: Whichever way you swing it, it's gonna be special.

THE WIND BREAKER

When *Ocarina Of Time* came out (all those years ago) I was a student and had to find the time to play it between coursework. It took me ages.

When *Majoria's Mask* came out I was still a student, plus I had a long-standing girlfriend and I quietly finished the game over a period of late night sessions (most of them muted). It took me ages. I was determined that this would not happen again. *The Wind Waker* has taken me seven days. It has been completed in (on average) 14-hour shifts, with time off work and a forced cut off from the world.

No-one moaned at me for not getting my work in on time, or for coming to bed at half four in the morning. It hasn't dragged on for weeks and I haven't been thinking: "hmm, better write down things to do in case I don't play it again for a while."

I urge anyone that is playing *Zelda* right now, or taking a break to go to work, watch TV or pop out for a bit - don't. Just tell your friends you're ill, phone in sick, give it a week, then put *Zelda* away and crack on with your life again. Don't play this game in dribs and drabs because something else may just come up and

then you may miss it. That, I would not recommend. When's the sequel?

MATT WATTS, BRIGHTON

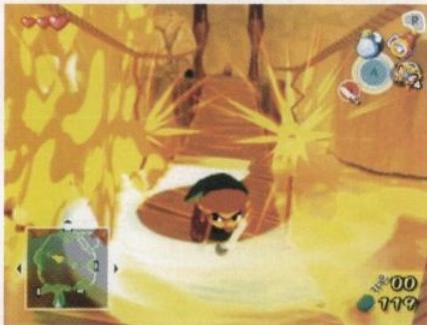
CUBE: Sequel! Steady on, you might have a few months to wait for that.

HAPPY DAY!

Over the past few months you seem to have been getting nothing but negative mail so I thought I'd send something nice, and say that the review for *The Legend Of Zelda: The Wind Waker* in issue 8 was spot-on. You didn't go on about the cel-shading (like you said, that argument is getting old now) and you rightly gave it a 9.5. The game is by far one of the best I have ever played and is certainly worth buying a Gamecube for.

TAREK YASHRUTI

CUBE: Cheers bud. We try to print a variety of opinions. Never let it be said we can't take a little criticism when it's offered, but thanks anyway.



CUBE: Looks like the little elf is going to get burnt in the arse unless he bucks his ideas up pronto

CUBE: Are games like the *Wind Waker* giving Nintendo a reputation for being just a 'kids' console?



CUBE: I CAUGHT A MONKEY I CAUGHT A MONKEY I CAUGHT A MONKEY!!

CUBE: Well put it back!

CUBE: IN THE R EVIL SERIES, DO ALL THE STARS DIE? FORGIVE ME, I'M NU 2 THE WONDERS OF CUBE. GREAT MAG! KEEP IT UP! GO CHANDRA!

CUBE: No. Well, not yet anyway.

CUBE: WHERE CAN I GET A COPY OF SNES ZELDA FOR THE PC? I USED TO HAVE IT BUT IT WAS WIPE FROM THE SYSTEM.

CUBE: That's illegal you know.

CUBE: DO YOU HAVE ANY CHEATS FOR WRECKLESS THE YAKUZA MISSIONS?

CUBE: Haha, you bought it! Ha Ha Ha!

CUBE: ANY CHANCE OF A DOUBLE SIDED A3 POSTER? ZELDA ON ONE SIDE AND MAYBE... GARY ON THE OTHER. :D THAT WOULD BE SO COOL!

LUU KRISTAL XXX
CUBE: You have made Gary blush and go all wobbly.

CUBE: IS GOING ONLINE ON YOUR CUBE FREE (EXCEPT FOR BUYING THE ADAPTER OF COURSE)

CUBE: No, service charges apply.

CUBE: IS CHANDRA REALLY IN A ROCK BAND AS YOU NEVER STOP GOING ON ABOUT IT?

CUBE: Sure is - the band's called Circa and you'll find the album in all good record shops.

CUBE: ZELDA:WW IS AMAZING, WHILE IT LASTS. ALSO HOW IS SHIGSY PLANNING TO CONTINUE THE LEGEND WITHOUT HYRULE?

CUBE: We just don't know.

CUBE: HOW LONG DOES IT TAKE FOR PLAYERS CHOICE GAMES TO DROP PRICES?

CUBE: Varies depending on demand. The sooner a game stops selling, the sooner it's likely to appear on budget.

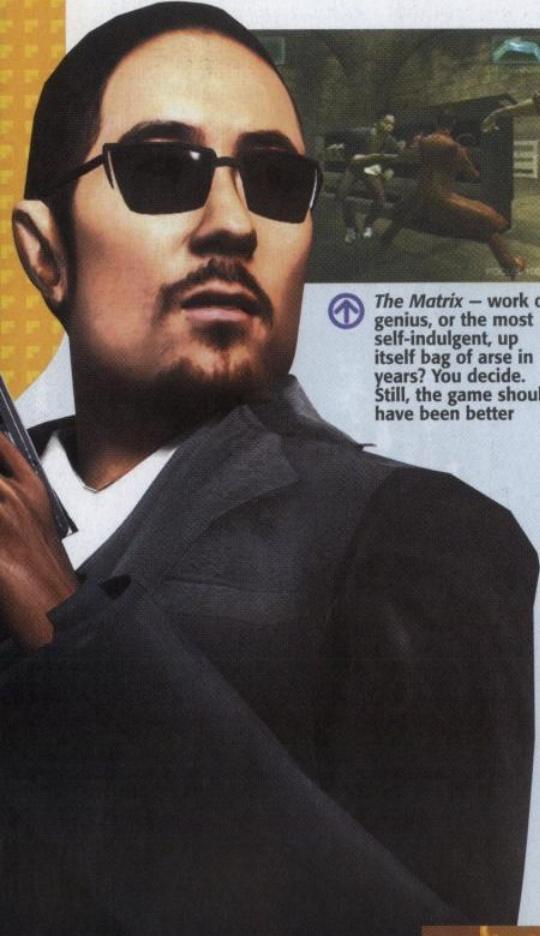
CUBER

ISSUE NINE

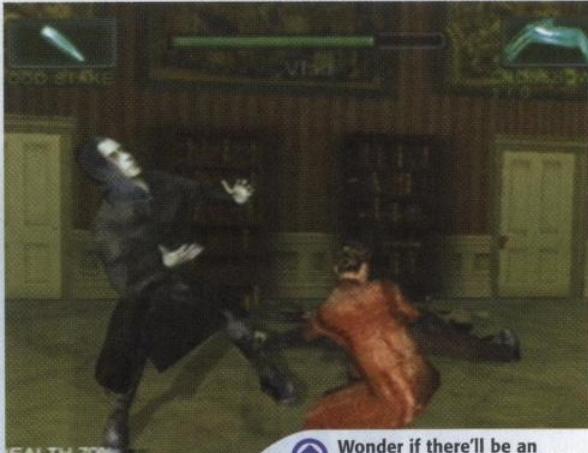
CHEATING MONKEYS



This month our Cheating Monkeys have entered and hacked the *Matrix*, spent far too much time playing *Burnout 2* and got to grips with the *Hulk*...



↑ **The Matrix** – work of genius, or the most self-indulgent, up its bag of arse in years? You decide. Still, the game should have been better



↑ Wonder if there'll be an Animatrix game at any point?

ENTER THE MATRIX

To enter these cheats you'll first need to go to the hacking system and type "cheat.exe". From here simply enter the following numbered codes:

CHEAT

Infinite health
Infinite ammo
All weapons
Infinite focus
Low gravity
Bonus level

TYPE

7F4DF451
1DDF2556
034AFFF
69E5D9E4
BB013FFF
13D2C77F



BURNOUT 2

This is one of the Cheating Monkeys' favourite games, so they've spent days finding out what you can unlock. Here's what they've discovered:

- | | |
|-----------|--|
| GET: | Invulnerability |
| COMPLETE: | All Grand Prix championships with Gold Medals |
| GET: | Extra Crash mode |
| COMPLETE: | All fifteen Crash mode tracks with Gold Medals |
| GET: | Two-player Pursuit mode |
| COMPLETE: | Pursuit number 3 |
| GET: | Custom Championship |
| COMPLETE: | Win a Gold in everything in the first Championship |

↓ Crash junction heaven. You gotta love it!



↓ Get big air to build up your boost, then pile straight into an oncoming car at 150mph. Sweet as!

CHIMP'LL FIX IT

They spend all month poring over your questions and in return we let them share a felt banana – that, my friend, is the life of a Cheating Monkey. So, keep our chimps in fabric food by sending your gaming queries to CUBE Magazine, Paragon Publishing Ltd, Level 5, 162 Goulburn St, Darlinghurst, NSW, 2001. Alternatively you can drop them an email at cube@paragonpublishing.com.au

FIRE IT UP

Hello Cheating Monkeys,

Please can you tell me where to find the Fire Tunic in Ocarina of Time. Thanks!

Thank you,

TODD, VIA EMAIL

The monkeys say...

"No problemo. Begin by making your way towards Death Mountain then go to Goron city where you'll find the place deserted apart from a solitary Goron rolling around a level below where you entered. Now, drop a bomb near this Goron and if you've timed it right the explosion will stop him in his tracks and he'll speak to you. After the conversation about Ganondorf reviving the Dragon you'll be given the heat resistant tunic."

IT'S IN THE GAME

Hi Cheating Monkeys,

Do you know the cheats for The Sims on the GameCube?

VIA-MAIL

The monkeys say...

"Yes we do. Hold the L and R buttons at the menu screen to bring up the cheat menu. Typing "FREEALL" makes all objects cost nothing; "MIDAS" unlocks all the two-player games and skins, and entering "SIMS" allows access to the Play The Sims mode at any time."

KING CRIMSON

Dear Cheating Monkeys,

On Starfox Adventures I've gotten to the



RedEye boss, but every time I electrocute him to bring him down to throw a barrel at his head, the pads get closer and eventually the pads get so close there's not enough time to get the barrel and throw it at his head before he gets up. How do I defeat him?

VIA E-MAIL

The Monkeys say...

"Defeating the RedEye king is simply a matter of doing the right thing and timing your barrel throws. You seem to be going about it in pretty much the right way, but just to make sure we'll take you through it from start to end.

Having grabbed a barrel find an active floor pad and wait for the RedEye king to come around the corner. As he starts to walk towards you, stand on the pad to charge the electric shock weapon. When the shock hits him and he drops, throw the barrel

at his head. Repeat this process three more times, taking note that the floor pads will be closer to the centre with each critical hit, so you'll need to alter your timing slightly. That's all there is to it."



HULK

We've only reviewed it this issue, and our Monkeys have already found some cheats. Enter the following at the code input screen in the Options menu:

UNLOCK

Full Rage Meter
Invincibility
Unlimited continues

ENTER

ANGMNGT
GMMSKIN
GRNCHTR

UNLOCK

Level select
One hit kills

ENTER

TRUBLVR
FSTOFRY

SHARE YOUR GAMING GENIUS!

If you've come up with a game hack you want to share with the world, send it to the monkeys at: Chimp'll Fix It, CUBE, Paragon Publishing Ltd, Level 5, 162 Goulburn Street, Darlinghurst, NSW, 2001

SKIES OF ARCADIA LEGENDS

Finally, an RPG that can stand up to *Final Fantasy*. You'll certainly need this walkthrough to get through Arcadia unharmed!



INFORMATION

SKIES OF ARCADIA LEGENDS

PUBLISHER: ATARI

DEVELOPER: OVERWORKS

GENRE: RPG

PRICE: \$99.95

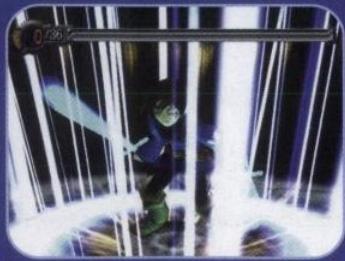
PLAYERS: 1

IT'S A KIND OF MAGIC

Anyone can cast magic in *Skies Of Arcadia*, as long as they have a Moon Stone. These magical stones come in six different colours: red, yellow, blue, green, purple and silver. Each stone allows the holder to learn a number of different spells, which are only obtainable by experiencing battles first-hand. You can only hold one stone at a time, so it'll be up to you whether you specialise in one colour or spread your experience evenly. Different colour stones can make your weapon stronger or weaker against certain enemies, so choose wisely!

ESPECIALLY FOR YOU

As a fight progresses, your party will build up Spirit Points (SP). After each round, the SP gauge will go up by one point for each member of the party. It is also possible to raise your spirits by Focusing. Once you have enough SP, you'll be able to pull off a Special Move. These moves can only be learnt by eating Moonberries – an extremely rare delicacy on Arcadia.



CHAPTER 1: BACK TO BASE

The adventure begins with a young girl sailing alone in a strange ship. An enormous battleship, headed by Alfonso, is chasing her for an as yet unknown reason. They knock her out with Concussion Shells and are just about to take her back to their Queen when the Blue Rogues attack...

FIGHT THE VALUAN Soldiers using the standard attack command – they won't last very long. After the first battle, you'll be surrounded by soldiers and Dyne will make an appearance. When the cut-scene ends, open the crate in front of you to find a **Sacri Crystal**. Run along the corridor and into the large room. Alfonso will be waiting for you with a group of guards, so take them out with standard attacks. Explore the ground floor of this room and keep fighting until both Vyse and Aika have learnt a magic spell each. When this happens, go to the Status screen and swap their colour allocations.

Grab the pair of **Sacri Crystals** in the northeast corner, before heading upstairs to face Alfonso. As expected, he'll run off with the girl. Open the chest in the southeast corner for **50 Gold**, then follow him and use the Save Point in the next room. Take the pair of **Magic Droplets** in the chest, before heading along the corridor, through the door and down the ladder to fight your first boss, **(ANTONIO)**.

ON THE ALBATROSS

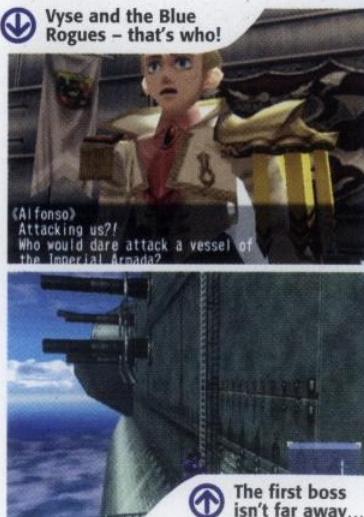
AFTER THE BATTLE, Alfonso will make a run for it, leaving the strange girl behind. You'll now be on the Blue Rogues' ship, the Albatross. Compliment Fina on her name, then go outside and climb the ladder to the bridge. Talk to Dyne, then speak to Briggs (the man at the helm) to gain control of the ship. Fly southeast until you get to Pirate Isle. You'll be attacked by Ghastlings, Loopers and Marocca along the way. Ghastlings are easy enough to kill; Marocca have a large amount of HP and will take a couple of rounds to kill; and Loopers are wary, often running away before you get to attack them. If you get to them in time, use magic as opposed to physical attacks.

Back on Pirate Isle, explore the docking cavern and be sure to save your progress at the Save Point. There are two shops and a tavern to visit, but don't buy anything just yet.

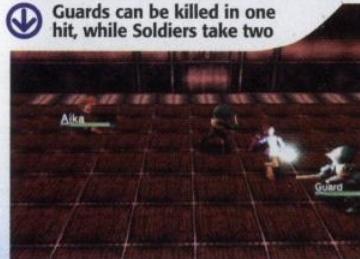
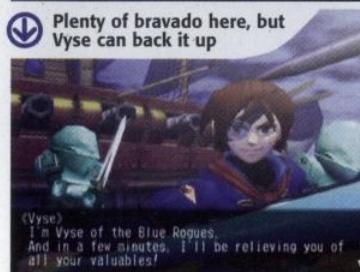
Instead, go straight up to Dyne's office and let him talk to Fina. Choose the 'sit quietly and listen' option, when given the chance. After the chat, examine the bookcase in the corner – it'll slide open, revealing a ladder, leading to **150 Gold**. Luke the Raider will now let you exit the cavern.

Find the stone tablet next to Vyse's house; examine it to find a door that takes you to another **Moonberry**. Search the vegetable patch to find a chest with three **Sacri Crystals** inside, then find Aika's house on the far side of the village and lift the handkerchief on the wall to see a cut-scene. Talk to Vyse's mother inside his house (next to the Save Point), then go to the stone building and find out all that you can about battle. Speak to Alan (the boy in green) and choose 'Sure, you can be a sailor' to give your pirate rating a boost. Offer to play hide-and-seek with the kids now – Jimmy can be found behind the washing, near the vegetable patch, Pow is by the well, Lindsy is to the left of Vyse's house and Alan is behind Aika's house. In return, Jimmy will tell you about a hidden ladder.

That done, grab two **Magic Droplets** on a separate island, at the top of a ramp, before going back into the base itself. Do some shopping here, then climb the ladder to the very top of the island to see a cut-scene.



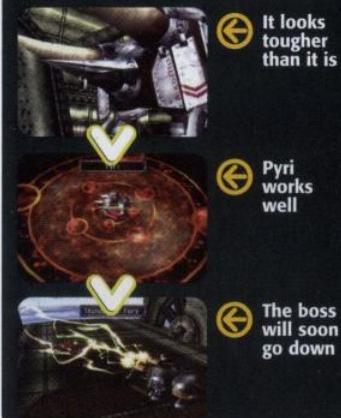
↑ The first boss isn't far away...



ANTONIO

HP:	550
ATTACKS:	THUNDER OF FURY
ITEMS WON:	MOONBERRY

Antonio is Alfonso's pet war-beast. You shouldn't have any problems here as long as you keep your HP above 200. Use Vyse's Pyri until he's out of MP, then stick to standard attacks. Use Aika to heal when necessary – this is more important than using Pyri. The only move that hurts you much is Thunder Of Fury, which hits for around 190 damage.



CHAPTER 2:

RETRIEVE THE MOON STONE

After seeing the Moon Stone land on the nearby Shrine Island, Vyse and Aika decide to go off and find it. Vyse will get some sleep before he goes.

TALK TO VYSE'S parents before you leave, to receive two **Sacri Crystals** and a **Purple Moon Stone**. Head up the ramp in front of Vyse's house and up to the small, floating island in the distance. Climb into the boat and cast off – if there are any items you couldn't afford in the shop earlier, it might be a good idea to fly around, fighting enemies, until you have enough cash. If you get hurt, you can talk to Vyse's mother back on Pirate Isle to regain your health and MP. When you're ready, head north, towards Shrine Island.

The Moon Stone has blasted into the side of the shrine, allowing water to flood the dome. Whilst inside the dome, you'll encounter the normal enemies as well as Flestiks. These strange creatures can put you to sleep, so take them out as a priority.

You'll have to drain the water out of the dome in order to progress – follow the pathway until you end up outside, then take the **Sacri Crystals** from the chest to the east. Touch the crystal next to the door now, to lower the entire shrine. The entrance to the shrine will now take you to a different place. Continue and make sure that you activate all the rings by passing close to them. As soon as you walk outside, you'll be attacked by a Grouder. Use Special Moves to kill it quickly and make sure to have either red or green Moon Stones equipped.

There is only one way to go from here – just follow the path until you're back inside the dome. Go through the door to the left to find a chest with a **Moonberry** inside. Head back to the dome, then turn left again and activate the rings. Be careful in here this time, as you're more likely to find Seekers in this part of the dungeon –



Boss



SENTINEL



HP: 1200
ATTACKS: TARGET SEARCH, BLASTER
ITEMS WON: RAW MOON STONE, MOONBERRY

This guy is really quite easy. The Blaster is an annoying move to say the least, but keep your HP high and you'll be fine. The Sentinel always uses Target Search before firing its Blaster, so you'll have some warning that it's coming – heal yourself or set your characters to 'Guard' if you feel the need. When attacking, use Alpha Storm and Cutlass Fury, keeping your MP in reserve for casting Sacri. The Moon Stone should be yours in no time at all.



they're both powerful and durable, so will be tough opponents. Back inside, head up the stairs to the right. Activate the two rings and go through the door. The path takes you to the next level down, where there are yet more rings and a chest with two **Sacres**

Crystals inside. Go through the door and down to the next level. Be sure to save your game before opening the next set of gates, as you'll have to fight the **(SENTINEL)**.

CHAPTER 3: THE JOURNEY TO VALUA

While you were away on your treasure hunt, the Valuan forces attacked Pirate Isle. They've taken all the men hostage!

GET BACK TO Pirate Isle and make your way into the cavern. Vyse's mother is in Dyne's office – answer that you're going to save everyone, when given the option. In the morning, head up to the floating island and speak to the kids. Promise Lindsy that you'll come back, then leave on the boat. Head north and go past Shrine Island. Change to a northeasterly direction until the fog becomes too thick to carry on. Watch the cut-scene and choose to retreat when asked – there's no way that you can fight the whale.

You'll wake up on the deck of another ship. Although you can explore it, there's nothing to find. Go down the first flight of stairs and grab the crates – Drachma will ask you to take the Little Jack to Sailor's Island. You now have use of a **Blue Moon Stone**, so be sure to equip it, to learn your first level

spells. Fly through the tunnel to the east – the island will be on the other side. Land on Sailors' Island and visit the Sailors' Guild, off to your right. Talk to the Guildmaster and purchase the Ancient Guidepost information. Open the chest next to the Guild for three **Repair Kits** and go to the Items Shop over the bridge to buy some Curia Crystals. Talk to the Ship Parts Merchant next door – he'll tell you about a new Harpoon Cannon that Captain Drachma might be interested in. Find the Weapons Store now and upgrade your weapons and armour – it's worth buying the Hook Hand, as you'll need it later on.

MESSAGE IN A BOTTLE

HEAD UP INSIDE the lighthouse now to find a **Note In A Bottle**, attached to a balloon, by one of the windows. Next, check one of the

DOC & MARIA

As you approach Sailors' Island, you'll see another cut-scene, during which you'll receive the **Moon Lens**. From now on, you'll be able to capture Moonfish to take back to Doc. He'll give you items in return, so it's certainly worth doing.



THE MOONFISH CAN BE FOUND IN THE FOLLOWING PLACES.

SAILORS' ISLAND:

- The Inn's balcony.
- Above the bar.

PIRATE ISLAND:

- In the cavern's pit, at opposite end to the entrance to town.
- On the highest island (after Chapter 4).

MARAMBA:

- At the end of the northern dock.

TEMPLE OF PYRNN:

- On top of the equipment shop (take a Dhabu to get there).
- To the right of the first set of rolling boulders.

HORTEKA:

- After solidifying the lava, before fighting the boss.
- Near the lookout, on the highest platform next to the Elder's hut.

MOON STONE MOUNTAIN:

- On the platform, outside the Tavern's upper door.

RIXIS:

- By the De Loco Drill's chest.
- By a moving platform in the ruins, at the southern end of the southeast building.

NASRAD:

- At the end of the western dock.

DACCAT'S ISLAND:

- Near the Moonberry chest on Vyse's side.

ESPARANZA:

- By the ship, in the northwest corner of town.

YAFUTOMA:

- At the top of the lighthouse.

MOUNT KAZAI:

- Just to the west of the palace.

TENKOU ISLAND:

- At the top of a rope, after flooding the central chamber.

CRESCENT ISLAND:

- After speaking to Daigo, catch it at the northeast end of the platform, leading into the building.

RUINS OF ICE:

- Near the stairs up to the Delphinus, after your base is built.

DANGRAL ISLAND:

- At the top of the lift, outside the meeting hall.

- When your ship can travel above and below the clouds, head back to the Ruins and enter it below the cloudline, under the ice. The Moonfish is by the chest.

- In the southeast corner of the first area.

- At the far end of the dock, in the room with the Ship Schematics.

Tell the girl you'll come back safely



Galcian's flagship. At least you don't have to fight it... yet



rooms in the Hotel to find a chest with **200 Gold** inside. There are also a couple of **Moonfish** flying around the town, so track them down using the first-person view and catch them!

Go back to the pub near the town entrance and talk to Drachma. Choose 'beat around the bush' when the option comes up and Drachma will agree to take you to your destination. You need to get hold of a Valuan Passport now – talk to the Guildmaster in the Sailors' Guild and a Nasr Merchant will overhear you. He'll give you his passport as long as you escort him to Nasr.

Equip Drachma and go back to the Little Jack. When the merchant ship leaves, return to Sailor's Island, then head northeast until you get to a small island. The spinning compass will mean that this is a Discovery Area – press to reveal it.

Fly east from the Guidestones, with the reef on your right. There are two new enemies here: Thorkryns and the Scornflies. Thorkryns are easy to kill, but Scornflies will require magic or Special Moves if you want to avoid a long battle. After a while, you'll be intercepted by **(BLACKBEARD)** – it's time to fight! Once he's been defeated, escort the merchant ship through the Dannel Straight to receive a **Valuan Passport**, then head to Valua, which can be found north of Sailors' Island.

BLACKBEARD

ITEMS WON: CAPTAIN'S STRIPE, BOMB

For the first two rounds, only use one gun attack. Where you place it is up to you – just make sure that you guard with your other characters. When Blackbeard changes tactics, try to get behind him. Attack him with your main cannons for big damage. Attack him in the second round as well, but guard for the third round. Keep this up until he cries himself to sleep. You'll now be able to claim a bounty of 1,000 Gold from the Sailors' Guild.



AYE AYE, CAPTAIN!

Don't use your Captain's Stripes on the Little Jack – you'll get a different ship later in the game and you should power that one up instead.



(Man with an Artificial Arm)
Thanks?... Thanks!?, you say?
Don't start with me!

↑ Drachma's not exactly over the moon to see you

CHAPTER 4: FINDING FINA

Finally you've made it into the fortress that is the Valuan City. Now all you have to do is get to the palace...

EXPLORE THE IMMEDIATE area – you should find a chest in a tunnel, containing a pair of **Sacred Crystals**. There are some shops and a bar in this part of town – the Barkeeper will tell you that the Air Pirates are to be executed at the Coliseum on the following day. Use the lift to go down to the next level, but don't stay at the Inn just yet. Instead, keep exploring. Behind some barrels you will find a secret passage, leading to a **Moonberry**. Go back to the Inn now and stay the night.

Drachma will soon turn up at your room – choose to sneak into the Coliseum when asked about it. Marco (a kid you met in a cut-scene earlier) overhears your plans. Chase him, but follow the arrows that point **away** from him. This will help you to catch up with him and also gain you a **Sacred Crystal**.

In the morning, you'll wake up to find that all the inhabitants have gone to the Coliseum. Jump down into the Catacombs, via the manhole you found the day before. Tsirats, Basallish, Crylhounds and Mind-Stealers inhabit this area. The first three can be wiped out with Pyri, while Mind-Stealers are more vulnerable to Drachma's physical attacks. When you get to your first junction, turn left to collect the **Pyri Box** and **Curia Crystals**. Go back to the junction and turn left – at the next one, go straight ahead to find the **Assassin Blade** and **Heavy Armor**.

Carry on down the passage and use the Save Point, before going up the nearby stairs and fighting the **BLEIGOCK**.

After the fight, go back and use the Save Point again. You may want to take this opportunity to heal yourself at the Inn, back in town, as you'll have to fight the **(EXECUTIONER)** as soon as you go up the ladder.

A SECRET ROOM

HEAD BACK TO the room with the Save Point and Marco will show you a secret room. Go in and talk to Dyne, before grabbing the **Sacred Crystals** and **Magic Droplets** from the chests. Choose to save Fina when asked a

question and you'll get a boost to your pirate rating. Get the **Yellow Moon Stone** from Dyne and Drachma will leave the group.

Go down the corridor until you arrive in Upper City – save your progress, then try to cross the bridge. You'll jump onto a train in a

BLEIGOCK

HP:	4,800
ATTACKS:	FROST BREATH, POISONOUS BILE
ITEMS WON:	VIDAL SEED

Did you buy those Curia Crystals earlier on, like we said? If so, good – you'll be needing them here. Bleigock's Poisonous Bile attack hurts everyone in your party and has a chance of poisoning them, too. Use Curia Crystals to get rid of this status effect, before you take too much damage. Cast **Increm** (if you have it) on your most powerful character – probably Drachma – and save as much Spirit as you can in order to use their special moves. Only use MP for healing yourself and slowly wear the boss down. It has a lot of health, so this may take a while. The only other thing to watch out for is Bleigock's Frost Breath – this does a decent amount of damage to all members of your party, but at least it doesn't poison you into the bargain.

At least you get some warning

Frost Breath hurts a lot...

But not as much as Poisonous Bile



Curia Crystals get rid of poison

cut-scene – run along the top and before you know it, two Patrol Guards will be upon you. With them defeated, Galcian himself will challenge you. Whatever you do, don't let him catch you up, as he's ridiculously hard – nothing you do will even touch his energy bar. Keep running until you get to the end of the train.

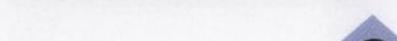
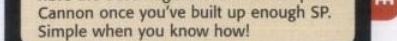
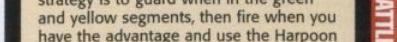
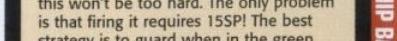
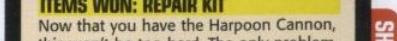
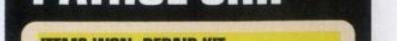
Fina is being guarded by a pair of Royal Guards. They're a lot stronger than the previous ones and it'll take a couple of Special Moves to kill them both. When they've been defeated, Fina will be saved, but you still need to get out of Valua alive. Say 'Never' when given the option and the Little Jack will arrive – once aboard, you'll have to fight the **VALUAN PATROL SHIP**.

If you win, you'll be taken straight back to Pirate Island.

EXECUTIONER

HP:	1,750
ATTACKS:	SONIC WAVE, TACKLE
ITEMS WON:	ELECTRI BOX

This fight occurs when you climb the ladder and attempt to save the Air Pirates. If you're not careful, this guy will wipe you out with his devastating Tackle attack, which causes a huge amount of damage – if your characters are guarding, this will be halved. Make sure to case **Increm** on Aika to boost her otherwise low defence, as she's likely to be killed if you're not careful. Kill the Spell Wardens first as they can cause a fair amount of damage in their own right. Hold back from using attack spells and save your MP for healing. Keep your Spirit points until you reach 10, at which point Drachma should be able to use a Tackle of his own, if you bought the skill. Be extra careful during this combat and try to keep Vyse and Aika's HP at maximum, as far as possible.



VALUAN PATROL SHIP

ITEMS WON: REPAIR KIT

Now that you have the Harpoon Cannon, this won't be too hard. The only problem is that firing it requires 15SP! The best strategy is to guard when in the green and yellow segments, then fire when you have the advantage and use the Harpoon Cannon once you've built up enough SP. Simple when you know how!

SHIP BATTLE

CHAPTER 5:

THE TEMPLE OF PYRYNN

When you get back to the island, Fina will tell you about her mission. It looks like you're going to have to help her out.

CHOOSE TO HELP Fina when asked and you'll receive the **Silver Moon Stone**. Search the chest to get three **Sacri Crystals**, then catch the **Moonfish** floating nearby. Head down to the cavern now and Cupil will start to beep at you – search the walkway to find a **Cham**. You can feed this to Cupil to make it stronger. Slide down the pole to the Little Jack and look around in the pit to find another **Moonfish**. Head to Sailors' Island and feed the Moonfish to the bird on Doc's ship, before checking for any new Discoveries at the Sailors' Guild – finding them all is up to you! The Weapons Store and the Ship Parts Shop have new equipment, so be sure to visit them before you leave.

Head through the reef to the east and keep going until you find Maramba. Land there and Drachma will leave the party. Again. Rest in Maramba and upgrade your equipment, before going hunting for **Moonfish** (see the earlier boxout). Take the **Slipara Box** on top of the Equipment Shop, then the **Nasr Combat Mail** inside one of the houses – take a Dhabu to get to both of them. That done, take the **Cham** on the Inn's balcony, as well as three **Magic Droplets** from the chest. Visit the Equipment Shop now and talk to the owner to find out about some treasure, hidden in the sewers.

Take a Dhabu across to the other side of town now (through the gates) and grab **300 Gold** from the rooftop, before dismounting at the stand. Climb down the

PIASTOL



One of the new additions to *Skies Of Arcadia Legends* is Piastol, a female pirate who'll challenge you to a battle when you've fed enough Moonfish to the bird on Doc's ship. Each time you see a cut-scene there, Piastol will leave a Black Spot at the Guild on Sailors' Island – talk to the Guildmaster to get it. The Spot should tell you where to meet Piastol – go there to fight her. At present, she'll probably be too much to handle, as Fina starts out at level one. Just remember to come back later on.



nearby ladder, into what looks like an old, ruined well. Play around with the switches in here to open the gates and reach the chests hidden about the place. In them, you'll find a **Moonberry**, an **Excavation Arm** and a **Gem Of Fluidity**. That done, climb back out, go to the Bar and talk to the Dancer. Choose to stay for a while and you'll see a cut-scene – admit to staring at the dancer to give your pirate rating a boost and the

Dancer will offer to take you in her ship. Finish your business in town, then stay the night at the Inn and go down to the docks in the morning.

GET ON BOARD

TALK TO BELENA and answer 'We'll do it' for another piratey bonus. Once on board the ship, head east-northeast to find the Temple Of Pyrynn. Go inside and run down the slope to find a couple of rolling rocks. Use them to get over to the passageway on the left – try to open the chest and you'll be attacked by Magma Tikis! Ice and water will seriously hurt them, so change your weapon colour to purple or blue. They're strong for regular enemies, so get rid of them as quickly as you can! Take **527 Gold** from the chest, before going down the next slope and climbing down the ladders. Soon you'll come to an *Indiana Jones*-style corridor. Wait for the boulder to fall, then run down the slope and into the right-hand opening. Follow the passage up to find a **Moonfish** and the **Ancient Robe**, protected by a second group of Magma Tikis.

Go back to the boulder corridor and run down the slope, emerging in a large room. Arrange the rolling stones so that they all fall into the right slots. The left and right-hand stones should be moved first, so you can roll the third stone over them and into the final hole.

Run down the slope to yet another protected chest, with three **Sacred Crystals** inside. Take the right-hand path to two protected treasure chests – one containing a **Dancing Arc**, the other **774 Gold**. From here, head back

CHAMS

When Fina joins your party, you'll be able to collect Chams to make Cupil evolve. Cupil will make the pad rumble when he gets near a Cham, so follow the rumblings straight to them. Here's where to find them all.

- | | |
|-----------------------------------|--|
| PIRATE ISLAND: | • On the metal catwalk, in the cavern. |
| SHRINE ISLAND: | • Follow the path until it splits, shortly after entering the Shrine for the second time. It's at the end of the path to the left. |
| SAILORS' ISLAND: | • At the top of the Lighthouse. |
| MARAMBA: | • On the Inn's balcony. |
| TEMPLE OF PYRYNN: | • On the left side of the second rolling boulder area. |
| HORTEKA: | • Just before the entrance to the crash site. |
| KING'S HIDEOUT: | • Next to the door – you can't miss it. |
| MOON STONE MOUNTAIN: | • Left of the first junction in the Mines. |
| RIXIS: | • Behind the middle triangle of the first triangle puzzle. |
| NASRAD: | • At the entrance with the stone heads, on the left-hand side. |
| DACCAT'S ISLAND: | • Given by the Tavernkeep as part of Aika's wages. |
| THE DELPHINUS: | • Outside Aika's entrance to the dungeon. |
| NASRAD (POST-DESTRUCTION): | • On a floating platform, in Aika's half of the dungeon. |
| GORDO'S BISTRO: | • On the deck, at the front of the ship. |
| ESPARANZA: | |
| YAFUTOMA: | |
| MOUNT KAZAI: | |
| TENKOU ISLAND: | |
| CRESCENT ISLAND: | |
| RUINS OF ICE: | |
| GLACIA: | |
| ILCHYMIS' ISLAND: | |
| HAMACHOU ISLAND: | |
| SOLTIS: | |

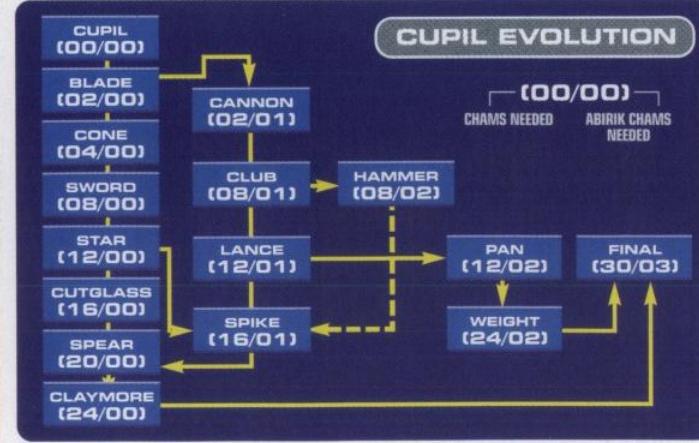
Abirik Chams also cause Cupil to evolve, but at a faster rate and down a different 'track' – see the diagram for more details on Cupil's evolution.

ABIRIK CHAM 1: Give 10 Sky Sardis to an Ixa'takan ship after completing Moon Stone Mountain. Find the ship south of Horteka.

ABIRIK CHAM 2: Given by the Nasr Merchant in Nasrad's Equipment Shop, when playing as Aika.

ABIRIK CHAM 3: See 'Chapter 13: Glacia'.

CUPIL EVOLUTION



Cupil – Fina's weapon, as well as her pet



ROLLING STONES



This puzzle is really simple. All you have to do is get the four coloured stones in the matching slots. Use the pictures below to get it right.



ROLLING STONES II



With this puzzle, blocks will rise and fall, depending on what order you roll the stones. Complete it in the order shown below – with this done, the lava level will rise.



to the previous room and turn right, before going straight on to find the **(ROLLING STONES)** puzzle. Solve it, then head east to find the second boulder corridor.

Run down the slope and nip into the left-hand opening to find a **Cham**. Run over to the opposite opening. To find a **Moonberry** in a guarded chest. Grab it and run down the final slope of this corridor.

TURN ON THE WATER

YOU'LL NOW BE in the depths of the temple. Salamanders patrol this area, though they can be taken out easily using physical attacks. Follow the path into the next room, grabbing the **Magic Droplets** from the chest along the way. The switch in here will allow the water to flow, but you'll have to find a way of keeping it going. Follow the walkway to the chest on the far side and Zivilyn Bane will challenge you to a fight. Standard attacks and Crystales will finish him in no time at all. He does have one dangerous move – his Burst will hit

you for a large amount of damage. Your prize will be a **Dexus Seed** and the **Rune Of Ill Omen**.

Run down the steps to the **(ROLLING STONES II)** puzzle. Solve it, then head back to the switch – the water will fall onto the lava and solidify it. Cross your bridge and capture a Moonfish before using the Save Point. Head to the next room to fight the **(ROKWYRM)** – the area boss.

Once defeated, the boss will fall to form a bridge. Cross over his body and grab the **Red Moon Crystal**. That done, go through the door to your left to get back outside. Talk to Bellena back at her ship to see a cut-scene – she wasn't who she appeared to be! The Red Gigas, **(RECUMEN)**, will be summoned and you'll be forced to fight. After the battle, choose to go after Bellena and you'll come up against her flagship, **(THE LYNX)**. If you manage to beat it, the **Red Moon Crystal** will be returned to you, completing the Chapter.

RECUMEN

There's nothing much that you can do at the moment, as there's no way you can beat a Gigas right now – it's just too strong. The only way to avoid its laser is to use the secondary cannon on the round that precedes the red round. Tie it over to the red round and have your normal cannon firing in this round as well. Guard or Focus in every other round. When you get the option, choose to concentrate your fire on its heads. As soon as you are able to retreat, do so.



GIGAS BATTLE

CHAPTER 6:

THE SEARCH FOR ISAPA

The Valuan Empire is already on its way to the land of the Green Moon. You'll have to hurry if you're to get the stone before they do.

HEAD BACK TO Maramba and stay the night at the Inn – you're probably on your last legs by this point, with little MP left. Sell your Discoveries at the Sailors' Guild and buy the handful of new ones, before upgrading the Little Jack at the shop nearby. You might want to take this break in the story line to fight Piistol for the first time and collect any Moonfish or Chams you may have missed. When you're ready, head to Maramba's docks and look for the man standing by the stairs to the south. He's Rupee Larso (or so you

think) – one of the pirates with a bounty on his head. Speak to him to get into a fight. You might want to leave it for the moment though, as **(RUPEE & BARTA)** are VERY strong.

When you're ready (you may want to visit Doc to drop off your Moonfish before you go), head south from Maramba and start crossing South Ocean. This will be difficult, as the wind is strong and you'll have to battle many enemies before you get to the other side. Your main problem will come from the Gravers – these guys use an HP Absorb move, which hits for around 400HP. They can also cast Eternum, killing one of your characters instantly! Along the way, you'll be able to find the Sky Anemone Discovery. It's on one of the floating rocks, directly south of Pirate Island. You'll get the Ixa'Taka Discovery as soon as you make it through South Ocean.

DON'T GET LOST

YOU'LL FIND THE treetop town of Hortexka on your right, as you enter Ixa'Taka. Hortexka is huge, so try not to get lost! One of the routes out of the main area (around to the right) takes you to a crash site – one of the survivors will give you some **Moon Stone Fuel**. Be sure to pick up the **Cham** just before entering this area. There are also 25 **Sacri Crystals** to collect, on board the ship.

Head around to the south of the main area now and go through the passage at ground level. Climb all the way to the top of the ladders on the far side of

ROKWYRM

Volcanic Blast



You'll need to heal after a Volcanic Blast attack from Rokwymr

HP: 4,200

ATTACKS: CINDER STORM, VOLCANIC BLAST

ITEMS WON: RISELEM BOX

The key to defeating this boss lies in several areas. Firstly, one of your characters should have the Gem Of Fluidity equipped, to stop them getting petrified. Rokwymr's main attacks are Cinder Storm and Volcanic Blast. The latter hits everyone in the party for a large amount of damage – make sure to keep your health high! Cinder Blast petrifies whoever it hits (unless they are wearing the Gem Of Fluidity). This effect will wear off after a few rounds, but is annoying nevertheless. Use Curia or Curia Crystals to reverse the effect.

Hit the boss with Crystales and Cutlass Fury. Strangely enough, Rain Of Swords actually does less damage than Cutlass Fury.

BOSS



Expect plenty of random battles before you get through South Ocean



this section to find a Paranta **Seed** in a chest. There's a **Moonfish** to catch up here, too. Go into the Elder's hut at the bottom of the ladder and talk to him – you should now be able to buy items and equipment from the main part of town. Do so, then search the entire area from top to bottom! There's a **Sacri Box** outside a door, on the middle floor of the Tavern, as well as a **Moonfish** through the door at the top. There's also a **Moonberry** at the top of a pole in the middle of the village. When you've finished your business here, say the night at the Elder's hut before heading back to the Little Jack. Fly north from the village towards a large tree hanging in the sky and you'll come across a Valuan battle ship. It's the **(CHAMELEON)**, flagship of Valua's weapons expert and general nutcase, De Loco. If you manage to shoot it down, enter the King's Hideout in the tree you saw earlier. Choose to break into the mines during the cut-scene, then grab the **Cham** when it ends.

RUPEE LARSO & BARTA



HP:	5,200 / 8,200
ATTACKS:	BERSERK RUPEE / LEGENDARY CHARGE, LEGENDARY PUNCH, LEGENDARY FIRE
ITEMS WON:	CAPTAIN'S HAT, PARANTA SEED

Cast Inrem on as many members of your party in the first two turns as you can (unless Barta uses Legendary Charge), then have Aika use Delta Shield for the rest of the combat to block Rupee's magic attacks. You'll need a lot of healing items here! Be careful about hurting Rupee too much before killing Barta, as he'll go berserk if you do, attacking for HUGE amounts of damage. Barta's Legendary Punch is also one to look out for, but you have some warning that it's coming – he'll need to charge it up, giving you time to select 'Guard'. Once Barta's gone, start on Rupee himself. This fight will be very hard if you haven't explored and levelled up your characters a little, but it might just be possible. If you fail the first time around, you can always come back later on.

**Boss**

Talk to Centime in the room to the right and he'll activate the lifts for you. Jump into the one nearby, then grab a **Zaal Seed** from another side room. When you come to the junction, go down the slope. There are various rooms to ransack, so take the **3"** Blaster and **De Loco Drill**. There's also a **Moonfish** to be had, to the left of the Drill's chest.

Now go back to the junction and take the other route. Use the trap door to drop down onto the searchlight walkway and make your way back to the lift that wouldn't work. This will

CAPTAIN BIRDSEYE

BEFORE YOU DO anything else, check to the east of the tree and look at the ground of the island you come to – the Great Bird symbol there is another Discovery – you'll receive the **Great Bird's Eye** when you find it. Look back east now and you should see a small ship flying around – this is home to a merchant selling ship parts and buying and selling Discovery information.

Once you've finished your business with him, the Valuan hideout is south-southwest of Horteka and is set into the side of Moon Stone Mountain. Head up the path to find the Moon Stone Mine – use the Save Point before going inside. The Mine is full of traps and you'll trigger the first one as you make your way in – you can't avoid it. Carry on to the first junction and turn left to find a **Cham**. Carry on until you see some X and O panels on the floor – step on the X to pass unharmed.

From now on, you should always follow the Xs, so do so on the next set of panels as well. Soon, you'll come to a walkway with a huge dragon emblem on the far side. There's a **Cham** in the vicinity, but three triangle symbols block your way. Cross on the far left to avoid the traps, then take the **Cham** from behind the middle triangle. The lift off to the side doesn't work, so follow the path that leads under the emblem. Take the four **Curia Crystals** and **800 Gold** from the rooms on the left, then keep going until you get to a room containing three searchlights. Use the first-person perspective to look below you – the only way forwards is to drop through one of the trap doors. The left one drops you down to a treasure chest, containing a **De Loco Mail**. Head back to where you were and use the right-hand trap door. You'll see three more down here, but the middle one is the one you need.

Talk to Centime in the room to the right and he'll activate the lifts for you. Jump into the one nearby, then grab a **Zaal Seed** from another side room. When you come to the junction, go down the slope. There are various rooms to ransack, so take the **3"** Blaster and **De Loco Drill**. There's also a **Moonfish** to be had, to the left of the Drill's chest.

Now go back to the junction and take the other route. Use the trap door to drop down onto the searchlight walkway and make your way back to the lift that wouldn't work. This will

now take you down to a **Moonberry** chest.

Start the long trek back to where you dropped down and follow the walkway. You'll end up in a corridor with four doors – search the rooms (leaving the far left one until last) to get four **Glyphs Of Speed**, four **Glyphs Of Might**, two **Healing Salves** and Isapa, the man who you came here to find.

After the cut-scene, head down the corridor that De Loco opens up for you. Use the Save Point just past the lift and heal yourself up. On the other side of the door, you'll have to fight **(ANTONIO 2)**, Alphonse's new pet. Once it's dead, head out of the door and talk to Centime. Carry on and you'll be back in the room with the alarmed floor panel – head back to the Little Jack and you've escaped the Mines!

Another Discovery found – well done!



A few useful items should turn this stone head into something practical...



ANTONIO 2

HP: 4,800**ATTACKS: THUNDER OF FURY**
ITEMS WON: MOONBERRY

Antonio is back, only this time his attacks do a lot more damage. Thunder Of Fury will hit for around 800HP, so make sure that you stay above that level. Magic attacks won't have much effect here, so stick to physical attacks and Special Moves. Tackle is an especially good move to use, taking off up to 1,600HP!



Antonio 2's most powerful attack

De Loco's not happy when his trap fails to work

ITEMS WON: CAPTAIN'S STRIPE, GRENDEL WING, COMPLETE KIT

If Grendel isn't stopped, it'll stroll around the continent destroying everything in its path, forever. As soon as you start, cast Inrem and Drilin, then heal yourself if you're damaged. Use the same tactics as you'd normally use in a Ship Battle. Don't bother casting magic – just stick to the cannons. Guard on red and yellow squares and, when you get the option, go for the head. Don't attack the feet, as Grendel's Stomp move is absolutely devastating.

Eventually, the Grendel will lose control and stroll towards the river with its head in its hands. Now's your chance to hit it with the Harpoon Cannon and knock it into the river!



CHAMELEON

ITEMS WON: CAPTAIN'S STRIPE

This battle is relatively simple – it's only made hazardous by the huge flame-thrower on the front of the ship. Cast Drilin and Wevles to weaken the Chameleon's defences and cause major damage. As with the Grendel battle, concentrate your 3" Cannon/Blaster fire and your Standard Cannon fire in the round preceding the one in which the enemy will attack. This will knock the flame-thrower off target. Keep your SP high and use the Harpoon Cannon when you get the chance. Two shots will be enough to send De Loco fleeing, or at least get him down to a sliver of health.

CHAPTER 7:

THE GREEN MOON STONE

Now that you have found the High Priest Isapa, you should be able to locate the Lost City Of Rixis...

FIND THE SMALL ship south of Hortexa and give the owner 10 Sky Sardis to earn your first **Abirik Cham**. Sky Sardis can be caught around Pirate and Sailors' Islands, so if you don't have any right now, you'll have to get some from there later on. Heal yourself in Hortexa's Inn, then go to the crash site and speak to Centime – he'll give you the **Twin Propellers** for rescuing him. That done, board the Little Jack and head to the King's Hideout (to the north) and speak with him.

Isapa will tell you the riddle for finding the Lost City. You'll have to find the Golden Man and the Great Bird. In fact, there are three Discoveries to find in this area. The Ixa'Taka Palace can be found to the southeast of the King's Hideout. The Golden Man is high atop one of the rock columns by the Hideout (you'll receive the **Golden Man's Eye** for finding it) and the Great Bird, which you should already have, is carved into a clearing nearby. Fly in the direction that the Bird's beak is pointing until you come to the entrance to Rixis – a small stone head at the base of a mountain.

Find the **Cham** on the left side of the area, then put the gems in the statue's eyes, with the Golden Man's on the left and the Great Bird's on the right. Use the lift inside the head and go through the area you come to until you reach a floating platform.

The enemies shouldn't cause any problems, as most are vulnerable to fire, with the exception of the Slothstra. It has a huge amount of HP and will counter any physical attacks, so use Lunar Glyph to turn it to

stone. Failing that, Special Moves are the way to go. Take the floating platform across the gap, then go down the stairs to find three **Risan Crystals**. You'll also find a **Stonecutter** next to a series of craters in the northwest corner of the map.

After you have come across the mysterious person for the second

time, turn right and take a pair of **Saculen Crystals** from a chest. That done, climb the stairs to find a moving platform, which returns you to the start of the dungeon if you need to escape. Use a different moving platform, at the bottom of the stairs, to cross over to the ruins. There's a chest in this room, which is protected by none other than **(ZIVILYN BANE)**.

Head up the stairs to find

ZIVILYN BANE

HP:	3,200
ATTACKS:	BURST
ITEMS WON:	SYLPH SEED

He's back again and getting hard to beat. Cast any protective magic that you have, then hit him with Special Moves – normal attacks will just be countered. It's worth using Lunar Glyph, as Zivilyn can be turned to stone. The boss's only special move, Burst, hits for over 1,000HP, so be on your guard. Search the chest afterwards to find the Golden Mask.



a **Cham**, then go down another set and into the adjoining room, taking **1,186 Gold** from the chest. Use the moving platform in the previous room to get to a room with multiple levels. Grab the **Moonberry** on your current floor, a **Light Coat** on the one above and a **Moonfish** on the one above that, by the moving platform to the south. Experiment with the other platforms to get to an **Icy Seed** and a **Ruin Arm**. Head north and you'll come across the mysterious person again – chase him into the moving platform to the west. Eventually, you'll be transported above the clouds to a temple. Cross the bridge and use the Save Point, taking this opportunity to heal yourself. When you climb the stairs, you'll have to fight the **(RIK'TALISH)** – it's boss time again!

Watch the cut-scenes after the fight – the Gigas Grendel

RIK'TALISH

HP:	6,900
ATTACKS:	RING OF SLEEP, CIRCLE OF PANIC, FEATHER SLASH
ITEMS WON:	SYLPH SEED

This boss is extremely easy, as long as you follow the correct procedure. Casting Lunar Glyph will petrify the boss nearly every time. It will stay Petrified for a couple of rounds, in which time you can use Tackle and Cutlass Fury. The boss's attacks will inflict Sleep or Confuse, so use Curia Crystals if you need to.



has been awoken by the Ixa'Takans! Head back to the Little Jack in order to fight it. You'll come across the **(CHAMELEON II)** on the way there, though. Defeat it and you'll come up against **(GRENDEL)** himself!

Slothstras are a nightmare to beat, but you only face them one at a time



CHAMELEON II

ITEMS WON: NONE

You know the score by now. Cast Inrem and Drilin straight away. Wevles and the B-Type Cannon will do a lot of damage, but at the end of the day, you'll have to wait until you get the opportunity to launch the Harpoon Cannon. When you get the option, choose to attack. Retreating will make no difference – simply Guard on a red square to avoid big damage from the Moon Stone Cannon. Also, make sure to heal a LOT during the fight – the Chameleon can cause more damage than you think.



SHIP BATTLE

you complete the game.

UNLOCK MOTHERSHIP

To unlock the Mothership as a playable arena, finish the game on any difficulty with Mecha Godzilla.

GALLERY PICTURES

Play the game on Hard difficulty. Collect the special Atari pick-ups found in some of the destroyed buildings to unlock pictures in the Gallery.

HARRY POTTER & THE CHAMBER OF SECRETS

LINK-UP SECRETS

Link up the GameCube game with the GBA version of *Harry Potter And The Chamber Of Secrets* and on the latter a vine will be climbing the wall near Hagrid's Hut. Use this to access a secret part of the Forbidden Forest and find the Daisy Dodderidge Wizard Card. Collect the other four Location Wizard Cards in the GBA game, by completing the Bean Challenges, and you'll unlock Gringott's Bank on the GameCube version – accessed through a tele-portrait of a Gringott's Goblin inside Hogwarts on the GameCube.

INTERNATIONAL SUPERSTAR SOCCER 2

ALL-STAR TEAMS

Each all-star side is unlocked by winning the International Cup with several specific teams from that continent...

Europe Stars: Win with England, Spain, Portugal, Holland, France, Germany and Italy.

Africa Stars: Win with Cameroon, Nigeria and South Africa.

Asia Stars: Win with Japan, South Korea, Australia and Iran.

America Stars: Win with Brazil, Argentina, Paraguay, Mexico and Chile.

JAMES BOND 007: NIGHTFIRE

CHEAT CODES

Select 'Codenames' from the main menu and edit the one you wish to upgrade. Choose 'Secret Unlocks' from the next screen to take you to the code entry system, where you can enter the following...

BOOM 'Explosive Scenery'

Enviro-Mod.

TRANSMIT 'Uplink' multiplayer mode.

GUARDIAN 'Protection' multiplayer mode.

ORBIT 'GoldenEye Strike'

multiplayer mode.

TEAMWORK 'Team King Of The Hill'

multiplayer mode.

TNT 'Demolition' multiplayer mode.

SCOPE Upgraded sniper rifles.

PHOTON Upgraded Laser.

VACUUM Unlock 'Equinox' level.

PASSPORT Unlock all levels.

VOODOO Use Baron Samedi in

multiplayer.



BLACKTIE	Use the Bond Tux character in multiplayer.
NUCLEAR	Use Christmas Jones in multiplayer.
MIDAS	Use Goldfinger in multiplayer.
DENTAL	Use Jaws in multiplayer.
BOWLER	Use Oddjob in multiplayer.
CIRCUS	Use Pussy Galore in multiplayer.
ASSASSIN	Use Scaramanga in multiplayer.
JANUS	Use Xenia Onatopp in multiplayer.
BLIMP	Use Max Zorin in multiplayer.

JEREMY MCGRATH SUPERCROSS WORLD

CHEAT CODES

Enter these codes at the main menu – the screen will flash and display a message.

Big Heads:	█, █, █, █, █, █
Bouncy Bike:	█, █, █, █, █, █
Moon Gravity:	█, █, █, █, █, █
Unlimited Turbo:	█, █, █, █, █, █
No Boundaries:	█, █, █, █, █, █
Tag Mode:	█, █, █, █, █, █
Tiny Mode:	█, █, █, █, █, █

KELLY SLATER'S PRO SURFER

CHEAT CODES

Select Extras, then Cheats and enter the following codes on the mobile phone. An 'Unlocked' message will appear to confirm correct entry.

Mega Cheat:	714-555-8092
All Boards:	619-555-4141
All Levels:	328-555-4497
All Surfers:	949-555-6799
All Suits:	702-555-2918
All Tricks:	626-555-6043
Play As Surfreak:	310-555-6217
Play As Tiki God:	888-555-4506
Play As Tony Hawk:	323-555-9787
Play As Travis Pastrana:	800-555-6292
Max Stats:	212-555-1776
Balance:	213-555-5721
High Jump:	217-555-0217
Trippy Graphics:	818-555-1447
First-Person View:	877-555-3825

Note: Pause the game and select Camera Settings to change the view.

LUIGI'S MANSION

HIDDEN MANSION

Complete the game with any grade, then reload your save and return to the lab to gain access to the Hidden Mansion and a more powerful version of the Poltergust 3000. In the PAL version of the game, the Hidden Mansion is mirrored, with more money and jewels, and the difficulty level increased.

MADDEN NFL 2003

SECRET PLAYERS

To unlock these famous players, get a gold rank on All-Madden level on the relevant drill in Mini-Camp mode...

Player	Drill	
John Elway	QB Pocket Presence	
Steve Young	QB Precision Passing	
Barry Sanders	RB Ground Attack	
Deion Sanders	DB Swat	
Mike Singletary	LB Chase & Tackle	
Reggie White	DL Trench Fight	
Kevin Butler	P-Coffin Corner Punt	
Jan Stenerud	Clutch Kicking	

ALTERNATIVE MENU MUSIC

At the Options menu, press **L + R + C** to change the music.

SPECIAL COMMENTARY

Set the System Date to any of the following for a seasonal commentary.

Thanksgiving: November 21, 2003 (third Thursday).

Christmas: December 25

New Year: January 1

MAGICAL MIRROR STARRING MICKEY MOUSE

UNLOCK SOUND TEST

Once you've completed the game, enter the Bonus Room and click on the Jukebox to access the Sound Test.

MARIO PARTY 4

BOWSER'S GNARLY PARTY BOARD

Complete all five boards in Story mode and collect all presents for one character. Bowser will then challenge you on his board. Beat him and his mini-game and you'll be able to choose his Gnary Party board in Party mode – highlight Koopa and press **Z**.

BOWSER WRESTLING MINI-GAME

On Bowser's Gnary Party Board, use a Mega Mushroom, then try to walk past Bowser. Alternatively, go to Mini-Game mode (after unlocking Bowser Wrestling) and look under 'Etc'.

EXTRA ROOM MINI-GAMES

Beat Single Player mode with any character to unlock the Goomba Stomp, Beach Volleyball and Panel Panic mini-games in the Extra Room.

EXTRA STORY MODE MINI-GAMES

Beat the following characters in Story mode to unlock mini-games.

Character Mini-Game

Goomba Goomba's Chip Flip

Shy Guy Archeologues

Toad Bowser Bop

Boo Mystic Match 'Em

Koopa Kareening Koopas

Bowser The Final Battle

FREE MODE IN BEACH VOLLEYBALL

Complete Battle mode in Beach Volleyball to unlock Free mode.

EXPERT DIFFICULTY

Complete Story mode on Easy, Medium and Hard to unlock the Expert setting.

MAT HOFFMAN'S PRO BMX 2 SECRETS

Some levels hold extra riders, outfits and bikes. Here's where to find them...

Oklahoma City:

Day Smith (Rider): Grind the horns in the garage and jump to the room above to find Day.

Padded Gear Outfit: Grind the transformer in the garage to open it up, then use it reach the outfit above.

Chicago:

Street Bike: Once you've freed the Medi-Vac, the downed rider will leave his bike behind.

Las Vegas:

Elvis Outfit: At the side of the central bowl is a slot machine. Bump into it to make the reels turn: when you get three faces you'll win a new Elvis outfit – thankyouverymuch!

Boston:

Bling Bling Bike: After saving the pier from the squid, you'll find a bike on the ground outside the fish market.

Portland:

Bigfoot (Rider): Do an adrenaline trick through the camera at the bottom of the hill on the other side of the river from the start.

Los Angeles:

Vanessa (Rider): There's a girl sitting on top of the brick building. Do an adrenaline trick in front of her for 20,000+ points (or manual between several tricks for it).

Tiki Park:

Tiki Battle Mini-Game: Complete all the challenges on every level with any rider to play the Tiki Battle – defeat the Tiki

God to permanently unlock it on the main menu.

Volcano (Rider): Defeat the Tiki God.

CHEAT CODES

Enter these codes quickly at the 'Press Start' screen. A slamming sound will confirm correct entry.

Elvis Costume: **█, L, x2, x2**

Tiki Battle Mode: **█, x2, x2, L, x2, x2**

Mat Hoffman Movies: **█, x2, x2, x2, x2, x2**

Mike Escamilla Movies: **█, x2, x2, x2, x2, x2**

Ruben Alcantara Movies: **█, x2, x2, x2, x2, x2**

Rick Thorne Movies: **█, L, x2, x2, x2, x2**

Seth Kimbrough Movies: **█, x2, x2, x2, x2, x2**

Simon Tabron Movies: **█, L, x2, x2, x2, x2**

All Music Tracks: **█, L, x2, x2, x2, x2**

MEDAL OF HONOR: FRONTLINE

CHEAT CODES

Enter the following codes on the Enigma machine, found in the Options screen.

Current Mission With Gold Star:

SEAGULL

Silver Bullet Mode (found in Bonus): SILVERSHOT

Note: Gives you one-shot kills.

Rubber Grenade Mode (found in Bonus): BOUNCE

Note: Rubber grenade bounces.

Snipe-O-Rama Mode (found in Bonus): SUPERSHOT

Note: All guns can zoom like a sniper rifle.

Achilles' Head Mode (found in Bonus): HEADSUP

Note: Enemies can only be killed with a head-shot.

LEVEL PASSWORDS

Campaign 2: EAGLE

Campaign 3: HAWK

Campaign 4: PARROT

Campaign 5: DOVE

Campaign 6: TOUCAN

DJ Clue:

Ghetto Fabulous: GHETTOFAB

Hot Karl: CALIFORNIA

Just Blaze: GOODBEATS

NHL HITZ 20-02

CHEAT CODES

On the Versus screen before each match starts, press the **□, □, □** and **□** buttons the number of times indicated in the required code, then press the required D-pad direction. For example, 3-2-1-2 means press **□ x3, □ x2, □ x1, □** on the D-pad.

0-0-2-2 **Turbo Boost**

4-1-3-2 **Unlimited Turbo**

2-0-0-2 **Big Head Player**

3-0-0-2 **Huge Head Player**

2-2-0-2 **Big Head Team**

3-3-0-2 **Huge Head Team**

2-3-4-2 **Always Big Hits**

3-2-1-2 **Late Hitz**

1-0-4-2 **Hitz Time**

2-1-0-2 **No Crowd**

4-2-3-2 **Pinball Boards**

1-0-1-2 **Shot Speed**

2-0-1-2 **Show Hot Spot**

4-2-4-2 **No Fake Shots**

1-1-1-2 **No Puck Out**

2-1-3-2 **No One-Timers**

1-2-1-2 **Big puck**

3-2-1-2 **Huge puck**

2-1-2-2 **Bulldozer puck**

1-3-2-2 **Tennis Ball**

1-2-1-3 **Snow mode**

1-4-1-3 **Rain mode**

0-1-2-3 **Domino Effect**

2-0-2-3 **Fight For Goals**

2-2-2-3 **Skills Versus**

3-2-3-3 **First To 7 Wins**

3-3-3-3 **More Code Time**

0-1-0-2 **Disable previous code**

PIKMIN

THE FINAL TRIAL

This stage is only unlocked when you collect the other 29 ship parts.

ENDINGS

Bad: If you fail to collect the 25 required parts of Captain Olimar's ship, he'll be stranded on the Pikmin planet forever.

Normal: When you get the parts needed to make Captain Olimar's ship functional, he'll leave the planet for home.

Good: When you return the Secret Safe, collecting all 30 parts of the ship, Captain Olimar will set off for home, happy that his ship is 100% complete. There's an extra surprise as he leaves.

RESIDENT EVIL

ONCE AGAIN MODE

Complete the game once on any difficulty with either Jill or Chris to unlock this mode.

REAL SURVIVAL MODE

Complete the game on Normal difficulty with either Jill or Chris to unlock Real Survival. In this mode, items will now stay in the chest in which they were placed, rather than being available from any chest.

INVISIBLE ENEMY MODE

Complete the game with both Jill and Chris on either Normal or Hard difficulty, or with one character on Real Survival mode, to unlock this mode. Enemies will now be invisible until they attack.

ONE TOUGH ZOMBIE MODE

JILL'S COSTUMES

Sara Connor: Complete the game with Jill once.

Nemesis Combat: Finish the game with Jill twice.

CHRIS'S COSTUMES

Deep Cover: Complete the game with Chris once.

Rockfort Island Gear: Complete the game with Chris twice.

REBECCA'S COSTUME

Runaround Sioux: By unlocking either of Chris's additional costumes, you'll automatically unlock Rebecca's Sioux gear. She only dons the outfit if Chris is wearing one of his secret costumes.

ROBOTECH: BATTLECRY

INVINCIBILITY

Start fighter training and kill only two enemies. Exit training and play any Story Mode mission and you should be invincible.

ROCKET POWER: BEACH BANDITS

LEVEL SELECT

Select Cheats from the Options screen. Answer the series of seven questions with the following to unlock all levels...

1. Squid
2. Conroy
3. Tito Makani
4. Maurice
5. Ocean Shores
6. Otto
7. Eddie: Prince Of The Netherworld

ROCKY

CHEATS

Hold **[Z]** and enter these codes at the main menu.

- All Boxers & Arenas:** **[A]**, **[X2]**, **[X2]**, **[L]**
Double Punch Damage: **[A]**, **[X]**, **[A]**, **[L]**
Speedy Boxing: **[A]**, **[X]**, **[A]**, **[L]**
Max Stats (Exhibition & Knockout Tournament Modes): **[A]**, **[X2]**, **[X]**, **[L]**, **[X2]**
Max Stats (Movie Mode): **[A]**, **[X2]**, **[X]**, **[L]**

Movie Mode Instant Win:

[X2], **[X2]**, **[A]**, **[L]**

Note: Press **[Z]** + **[D]** during the fight.

THE SIMPSONS: ROAD RAGE

KWIK-E KODES

At the Options screen, hold **[L]** + **[R]** and enter any of these codes. A sound will confirm correct entry.

Brick Car: **[A]**, **[X2]**, **[A]**

Burns Limo: **[A]**, **[X2]**, **[A]**

Nuclear Bus Cheat: **[A]**, **[X2]**, **[A]**

Extra Money: **[A]**, **X4**

Extra Camera Views: **[A]**, **X4**

Overhead View: **[A]**, **X3**, **A**

Night Mode: **[A]**, **X4**

Flat Characters: **[A]**, **X4**

Slow Motion: **[A]**, **[A]**, **[X2]**, **[A]**

Show Physics: **[A]**, **[X2]**, **[A]**

Thanksgiving Marge: **[A]**, **[X2]**, **[A]**

Halloween Bart: **[A]**, **[X2]**, **[A]**

Christmas Apu: **[A]**, **[X2]**, **[A]**

New Year Krusty: **[A]**, **[X2]**, **[A]**

Time Trial Cheat: **[A]**, **[A]**, **[X2]**, **[A]**

Note: Press **[Z]** to start, stop and reset the timer.

SCOOBY DOO: NIGHT OF 100 FRIGHTS

HOLIDAY BONUSES:

Change the GameCube's system date to one of the following to see special things at the front yard and the mystic playground.

January 1: Fireworks.

February 14: Hearts fly out of Scooby Snacks when collected.

March 17: Green fountain water and smoking chimneys.

July 4: Red, white and blue fireworks, fountain water and smoking chimneys.

October 31: Giant bats decoration

over manor door.

December 25: Snow.

December 31: Fireworks.

SEGA SOCCER SLAM

CHEATS

Enter the following codes at the main title screen. (Re-enter a code to disable it.)

Beach Ball: **[A]**, **[X2]**, **[A]**, **[A]**

Crate Ball: **[A]**, **[X2]**, **[A]**, **[A]**

Black Box Ball: **[A]**, **[X2]**, **[A]**, **[X2]**

Earth Ball: **[A]**, **[X2]**, **[A]**, **[X2]**

Eyeball: **[A]**, **[X2]**, **[A]**, **[X2]**

Kids Block Ball: **[A]**, **[X2]**, **[A]**, **[X2]**

Old School Ball: **[A]**, **[X2]**, **[A]**, **[X2]**

Rusty Can Ball: **[A]**, **[X2]**, **[A]**, **[X2]**

8-Ball: **[A]**, **[X2]**, **[A]**, **[X2]**

Big Head Mode: **[A]**, **[X2]**, **[A]**, **[X2]**

Big Hits Mode: **[A]**, **[X2]**, **[A]**, **[X2]**

Classic Film Mode: **[A]**, **[X2]**, **[A]**, **[X2]**

Infinite Spotlight Mode: **[A]**, **[X2]**, **[A]**, **[X2]**

Infinite Turbo: **[A]**, **[X2]**, **[A]**, **[X2]**

Max Power Mode: **[A]**, **[X2]**, **[A]**, **[X2]**

Modern Film Mode: **[A]**, **[X2]**, **[A]**, **[X2]**

Remy Saville's Head: **[A]**, **[X2]**, **[A]**, **[X2]**

Rob Willock's Head: **[A]**, **[X2]**, **[A]**, **[X2]**

All Alt. Team Models: **[A]**, **[X2]**, **[A]**, **[X2]**

All Character Items: **[A]**, **[X2]**, **[A]**, **[X2]**

All Stadiums: **[A]**, **[X2]**, **[A]**, **[X2]**

SHOX

GOLD REWARDS

Achieve a Gold ranking on each track to unlock its Night Track option.

PLATINUM REWARDS

To get a Platinum ranking, use the recommended car to get three gold Shox.

Compact Championship

Tunnel Vision (use Peugeot 106): Win Escort RS18000 MKII+.

Surfs Up (use Mini Cooper): Win Racing Puma +.

Nursery Slopes (use Saxo Super 1600): Win 911 SC Safari +.

Shox Away (use 911 SC Safari): Unlock three cars in Sports Car Gamble.

Lagoon Show (use Racing Puma): Unlock other cars in Sports Car Gamble

Ice And Easy (use Escort RS 1800 MKII): Halve cost in Compact Car Gamble.

Sports Championship

Gamble to win a sports car and you can then compete in the Sports

Championship.

Fort Shox (use Cayenne Turbo): Win Escort RS Cosworth +.

Flamingo Falls (use Delta Integrale): Win Celica GT4 ST205 +.

Avalanche (use Celica GT4 ST205): Win Cayenne Turbo +.

Temple Ruins (use Escort RS Cosworth): Halve cost in Sports Car Gamble.

Some Like It Hot (use Stratos): Halve cost in Sports Car Gamble.

Burner Glade (use 306 Maxi 1996): Halve cost in Sports Car Gamble

Turbo Championship

Gamble to win a turbo car and you can then compete in the Turbo

Championship.

Full Lock (use 206 Racing 1999): Win Lancer Evo 6+.

Volcano (use 911 Paris-Dakar): Win Lancer Evo 7+.

Cable Car (use Impreza 2002): Win 911 Paris-Dakar +.

DRM Blast (use Lancer Evo 6): Halve cost in Turbo Car Gamble.

Great Wall (use Lancer Evo 7): Halve cost in Turbo Car Gamble.

White Out (use Impreza 2000): Halve cost in Turbo Car Gamble.

Power Championship

Gamble to win a power car and you can then compete in the Power

Championship.

GOESTOYOURHEAD

JOELSPNEAUTS

ARACHNID

Championship...

Arid Enduro F (use Quattro E2): Win RS200+.

Jungle Enduro F (use Metro 6R4): Win 205 T16 GRB +.

Snow Enduro F (use Rallye 037): Win 959 Paris-Dakar +.

Arid Enduro A (use RS200): Halve cost in Power Car Gamble.

Jungle Enduro A (use 205 T16 GRB): Halve cost in Power Car Gamble.

Snow Enduro A (use 959 Paris-Dakar): Halve cost in Power Car Gamble.

SHOX CHALLENGE

You can use any of your Power Cars to compete in a one-on-one race

against a shiny Porsche (once you've earned enough Platinum rankings).

Win these four races to be crowned

Shox Champion...

Arid Attack: 2 Platinum

Jungle Fever: 4 Platinum

Snow Sortie: 6 Platinum

Snow Sequel: 8 Platinum

SMUGGLER'S RUN: WARZONES

UNLOCK THE HOVERSLED VEHICLE

To unlock this hidden vehicle, get a 'GREAT' rating on all 36 Smuggler's Missions.

CHEAT CODES

Pause the game to enter the following codes. If entered correctly, you'll hear a sound. (To disable a cheat, re-enter the code.)

Invisibility: **[A]**, **[X2]**, **[A]**

Unlimited Countermeasures: **[A]**, **[X2]**

[A], **[X3]**, **[A]**, **[X2]**, **[A]**

Low Gravity: **[A]**, **[X2]**, **[A]**, **[X3]**

No Gravity: **[A]**, **[X2]**, **[A]**, **[X3]**

Note: Vehicles will float when hit.

UNLOCKABLE ITEMS IN SMUGGLER'S MISSIONS

Complete the following missions to be rewarded with these vehicles/weapons.

Training 3: Special Du Monde

Mission 2: Super Buggy Boost

Mission 4: Baja Truck

Mission 5: Du Monde Oil Slick

Mission 7: Baja Truck Bombs

Mission 9: Vietnam Levels

Mission 10: ATV Monster

Mission 11: D-5 Hondo

Mission 14: ATV Boost

Mission 15: Hondo Oil Slick

Mission 18: Sahara Special

Mission 20: Sahara Smoke Screen

Mission 22: Russian Winter Levels

Mission 24: Grenadier

Mission 25: Grenadier Bombs

Mission 27: Kavostov Halftrack

Mission 29: Kavostov Smoke Screen

Mission 36: Secondary Countermeasures

SONIC ADVENTURE 2 BATTLE

LAST STAGE

Finish both Hero and Dark side Story games. Once this is done, enter Story mode to find a 'Last Stage?' menu option between the Hero and Dark Side ones.

HIDDEN GREEN HILL STAGE

To unlock the hidden Green Hill stage (a 3D version of the first level from the original *Sonic The Hedgehog* game), simply collect ALL 180 Emblems from the game.

BOSS ATTACK MODE

To unlock this, complete either the Hero or Dark side Story modes. Boss Attack enables you to fight each boss from the Hero or Dark side.

ALTERNATE COSTUMES

Finish all of your character's missions with an 'A' ranking to unlock an alternate costume for them in two-player mode.

KART RACING GAME

In the Hero Side Story, complete the Tails driving quest. Then, in the Dark

Side Story, finish the Rouge chase mission to unlock Kart Racing.

NEW KARTING CHARACTERS

To play as the regular characters in different outfits or cars and some hidden characters in the Kart Racing game, complete the following criteria in the main game...

Alternative PSO Sonic:

Finish all missions on Sonic's levels.

Alternative Shadow:

Finish all missions on Shadow's levels.

Alternative Knuckles:

Finish all missions on Knuckles's levels.

Alternative Rogue:

Finish all missions on Rogue's levels.

Tornado Kart Tails:

Finish all missions on Tails's levels.

Eggwalker Kart Eggman:

Finish all missions on Eggman's levels.

Amy Rose:

Finish all Sonic missions with 'A' ranking.

Tikal:

Finish all Knuckles missions with 'A' ranking.

Metal Sonic:

Finish all Shadow missions with 'A' ranking.

UNLOCK CHAO JEWEL RACES

Complete all four original races and get the Emblem. The Jewel races will now be unlocked.

WIN CHAO TOYS

Shovel: Win all three Crab Pool races.

Watering Can: Win all three Stump Valley races.

Toy Car: Win all three Mushroom Forest races.

Rattle: Win all three Block Canyon races.

Sonic Doll: Win all the Aquamarine races.

Broom: Win all the Topaz races.

Picture Book: Win all the Peridot races.

Gogo Stick: Win all the Garnet races.

Crayons: Win all the Onyx races.

Bubbles: Win all the Diamond races.

Ball 1: Win all the Row 1 races.

Jack-In-The-Box: Win all the Row 2 races.

TV: Win all the Row 3 races.

Ball 2: Win the second Hero race.

Rocking Horse: Win the final Hero race.

Ball 3: Win the second Dark race.

Radio: Win the final Dark race.

DARK CHAO GARDEN

Raise a Dark Chao with one of the three 'Dark' characters. Once it evolves, stairs will appear in the main Chao lobby, leading to the Dark Chao Garden.

secret characters you'll unlock...

Character	Gold Medals
Brodi	1
Zoe	2
JP	3
Kaori	4
Marisol	5
Psymon	6
Seeiah	7
Luther	8

PIPEDREAM COURSE

Win a medal on all Showoff courses to unlock this.

UNTRACKED COURSE

Win a medal on all Race courses to unlock this.

UBERBOARDS

Unlock all of the tricks for a character to get their uberboard.

EXTRA COSTUMES

Complete all of the chapter in your trick book to unlock more costumes. For the final chrome costume, complete World Circuit mode with a Master rank.

STARFOX ADVENTURES

CHEAT TOKENS

There are a total of eight Cheat Tokens for you to discover as you progress through the game. They can be found in the following locations...

Thorntail Hollow Store:

In the well in the first room next to the storekeeper – you can't miss it! Function: Displays the end-of-game credits.

Ice Mountain:

Go past the SharpClaw cannon and place a Bomb Spore next to the crack in the wall. Blow it and hey presto, you've found your well.

Function: It allows you to access the game music in the menu screen.

Snowhorn Wastes:

Dive into the icy river and follow it to the end, where you'll find a well waiting for you.

Function: Tells your fortune.

Moon Mountain Pass:

Before entering the shrine, as you head up the series of ramps you should notice an opening up to your left. Use a MoonSeed to reach it, enter the cave and the well can be found inside.

Function: Enables you to change the game's language to Dinosaur Language.

Lightfoot Village:

Perform the side-quest in LightFoot village and find the three missing babies and return them to their mother underground. A Rocket Boost pad will now be activated. Use this to reach the higher ledge and follow the path around to the right where you'll soon stumble across the well.

Function: Tells your fortune.

Cape Claw:

Use the cannon to blast away the rock beneath the wooden footbridge leading to ThornTail Hollow. The well is inside the cave which is revealed. Function: Enables GFX Mode which turns the colours semi black and white.

Volcano Force Point Temple:

Just before you enter the main temple, climb down the wall to your left and use a MoonSeed at the bottom. Climb up to the small hidden cave at the top and the well will be waiting for you inside.

Function: Tells your fortune.

Ocean Force Point Temple:

As you go past the electric blocks, open the portal door to the right and the final well can be found inside. Function: Tells your fortune.

STAR WARS: BOUNTY HUNTER

CHAPTER CODES

1	SEEHOWTHEYRUN
2	CITYPLANET
3	LOCKDOWN
4	DUGSOPLENTY
5	BANTHAPOODOO
6	MANDALORIANWAY

MISSION CODES

1	BEAST PIT
2	GIMMEMYJETPACK
3	CONVEYORAMA
4	BIGCITYNIGHTS
5	IEATNERFMEAT
6	VOTE4TRELL
7	LOCKUP
8	WHAT A RIOT
9	SHAFTED
10	BIGMOSQUITOS
11	ONEDEADDUG
12	WISHIHADMYSHIP
13	MOSGAMOS
14	TUSKENS R US
15	BIG BAD DRAGON
16	MONTROSSISBAD
17	VOSAISBADDER
18	JANGOBADDEST

SECRETS CODES

Go to Options then Codes to enter these (as with the Chapter and Mission codes).

Concept Art: R ARTISTS ROCK

TGC Cards: GO FISH

STAR WARS: JEDI OUTCAST

CHEAT CODES

Enter the following codes on the Cheats screen, found in the Extras menu.

Levels 1-7 Unlocked: CHERRY

Have Lightsabre: FUDGE

Infinite Ammo: BISCUIT

All Multi-Player Characters: PEEPS

All FMV Sequences: FLICKY

Invincible In Jedi Arena: BUBBLE

STAR WARS: ROGUE LEADER

CHEAT CODES

Enter the following codes on the 'Passwords' screen in the Options menu (some cheats require two codes to be entered, one after the other)...

Black And White Graphics:

LIONHEAD

Credits: THATSMEE!

Audio Commentary: BLAHBLAH

Documentary: ?INSIDER

Art Gallery: EXHIBIT!

Music Hall: COMPOSER

Infinate Lives:

JPIV?JC, then RSBFNRL

All Tech Upgrades:

AYZBIRCL, then WRKFORT

Ace Mode:

UI?IVWZC, then GIVEUP

TIE Fighter:

ZT?IRGBA, then DISPSBLE

Millennium Falcon:

MVPQIU?A, then OHIBUDDY

Vader's TIE Advanced:

NYMIUUOK, then BLKHLMT!

Slave I:

PZTAPBSY, then IRONSHIP

Imperial Shuttle:

AJHH?JY, then BUSTOUR

Naboo Starfighter:

CDYXF?Q, then ASEPONE!

Car:

IZUVEL!, then !BENZIN!

Normal Level Select:

!?QWTJ!, then CLASSIC.

Note: Once you've activated the Level Select, you can then input the codes to access the following hidden levels...

Asteroid Field Level:

TVLYBBXL, then NOWAR!!!

Death Star Escape Level:

PYST?OOO, then DUCKSHOT

Triumph Of The Empire:

AZTBHII, then OUTCAST!

Revenge On Yavin Level:

OGGRWPDG, then EEEEEE!

Note: Can only be activated if Triumph Of The Empire level is already open.

Endurance Level:

?WCYBRTC, then ??MBC???

Note: Can only be activated if Triumph Of The Empire and Revenge On Yavin levels are already open.

STAR WARS: THE CLONE WARS

CHEAT CODES

Input these at the code entry screen to unlock all sorts of goodies.

Invincibility: 1WITHFORCE

All Missions: GASMASK

Indinite Ammo: CHOSEN1

Complete Last Mission Bonus

Tasks: YUB YUB

Play As Wookie (Multiplayer): FUZZBALL

Play As Battle Droid (Multiplayer): RogerRoger

Play As Amidala (Multiplayer): CORDE

All Multiplayer Maps: FRAGFIESTA

All Cut-Scenes: CINEMA

Team Photos (in Sketchbook): SAYCHEESE

Note: You must have the Sketchbook unlocked for this to work (see below).

BONUS REWARDS

Earn the number of bonus points indicated to unlock extra features.

Bonus Points Feature

5	Raxus Duel
	multiplayer map
10	Thule Moon Control
	Zone multiplayer map
15	Rhen Var Conquest
	multiplayer map
20	Jedi Academy
	multiplayer map
25	Unit Viewer
30	'Making Of' video
35	CD Player
40	Sketchbook
45	Play as Yoda (multiplayer)

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45	

Hit Me Baby One Morgue Time:	The Cropolite [Character]
Simian Shootout:	Insect Mutant [Character]
Monkey Mayhem:	Mischief [Character]
Dam Bursters:	Robofish [Character]
All Challenges:	Lola Varuska [Character] Circus [Level]
	Circus [Level] Paintball [Cheat]

LEAGUE MODE SECRETS

Get the required medal or higher to unlock each secret...

AMATEUR LEAGUE:

Adios Amigos:	Hector Baboso [Character]
Casualty:	Lean Molly [Character]
Silver	Dr Peabody [Character]
Gold	Crypt Zombie [Character]
Elimination:	Hangar [Level]
Silver	Sgt Shock [Character]
Gold	Elimination [Mode]

Chastity Chased:

Silver	Regeneration [Mode]
Shrinking From The Cold:	Shrink [Mode]
Silver	Private Sand [Character]
Gold	Sgt Slate [Character]
Scrap Metal:	Scrapyard [Level]
Silver	Chassis Bot [Character]
Night Shift:	Leech [Mode]
Gold	Sentry Bot [Character]
Spoils Of War:	Thief [Mode]
Silver	Meezor Mox [Character]
Demolition Derby:	Robot Factory [Level]
Silver	Male Trooper [Character]
Silver	Female Trooper [Character]
Gold	Vampire [Mode]

Monkey Immolation:

Silver	Flame Tag [Mode]
Gold	Crispin [Character]
Disco Inferno:	Nightclub [Level]
Silver	Louie Bignose [Character]
Gold	Lt Wild [Character]

Burns Department:

Silver	Virus [Mode]
Gold	Undead Priest [Character]
Club Soda:	[Character]
Silver	Slick Tommy [Character]
Gold	Jimmy Needles [Character]

Station Stand:

Silver	Zones [Mode]
Gold	Lt Shade [Character]
Men In Grey:	
Silver	Assault [Mode]
Gold	Accountant [Character]

HONORARY LEAGUE:

Cold Corpse Caper:	Gargoyle [Character]
Gold	Cyberfairy [Character]
Killer Queen:	Leo Krupps [Character]
Silver	
R109 Beta:	

Baking For The Taking:

Silver	Utopia [Level]
Silver	Gladiator [Mode]
Gold	Lt Stone [Character]
Aztec The Dino Hunter:	
Silver	Chinese Chef [Character]

Gingerbread Man

Brace Yourself:	[Character]
Silver	Braces [Character]
Gold	Trooper Brown [Character]

Starship Whoopers:	
Bronze	Chinese [Level]
Silver	Monkey Assist [Mode]
Gold	Trooper Black [Character]

Chinese Burns:	
Silver	Calamari [Character]
Gold	Chef [Hat]

Snow Business:	
Silver	Snowman [Character]
Gold	Trooper Grey [Character]

Rocket Man:	
Silver	Venus Starr [Character]
Gold	Capt Sand [Character]

Someone Has Got To Pay...:	
Silver	Duckman Drake [Character]
Gold	Capt Night [Character]

Time To Split:	
Silver	Barby Gimp [Character]
Gold	Scourge Splitter [Character]

Can't Handle This:	
Bronze	Chasm [Character]
Silver	Hatchet Sal [Character]

Hack A Hacker:	
Silver	Krayola [Character]
Gold	Milkbaby [Character]

Rice Cracker Rush:	
Silver	Riot Officer [Character]
Gold	The Master [Character]

Superfly Lady:	
Silver	Capt Pain [Character]
ELITE LEAGUE:	

Babes In The Woods:	
Silver	Jo-Beth Casey [Character]
Double Bill:	

Double Bill:	
Silver	Beetleman [Character]
Gold	The Impersonator [Character]

Nikki Jinki Bricky:	
Silver	Nikki [Character]
Gold	Jinki [Character]

If I'm Ugly - You Smell:	
Silver	Mikey Two-Guns [Character]
Gold	Jared Slim [Character]

Golem Guru:	
Silver	Kyriuss [Character]
Gold	Fat Characters [Cheat]

Golden Thighs:	
Silver	High Priest [Character]
Gold	Aztec Warrior [Character]

Hangar Hats Off:	
Silver	Henchman [Character]
Gold	Dark Henchman [Character]

Can't Please Everyone...:	
Silver	Maiden [Character]
Gold	Changeling [Character]

Big Top Blowout:	
Silver	Mister Giggle [Character]
Gold	Stumpy [Character]

Bags Of Fun:	
Silver	Ringmistress [Character]
Gold	Big Hands [Cheat]

They're Not Pets!	
Silver	Baby Drone [Playable Character]
Gold	Bear [Playable Character]

Aztec The Dino Hunter	
Silver	Dinosaur [Character]

Half Death:	
Silver	DroneSplitter [Character]
Gold	Trooper Brown [Character]

Dead Fraction:	
Silver	Jebediah Crump [Character]
Gold	

All Challenges:	
	Complete all the League challenges with a Silver medal or higher to unlock Small Heads [Cheat].

ARCADE MINI-GAMES
Unlock the three mini-games by collecting the cartridges from the following Story mode levels (while playing on the difficulty setting indicated or higher). Once unlocked, you can play a mini-game at any time by selecting the Temporal Uplink and pressing reload.

Anaconda: 1990 Siberia (Easy)

After entering main facility (and getting 'Time Crystal Located' message), turn the corner and shoot two guards – the cartridge is on the far left shelf.

AstroLander: 2019 NeoTokyo (Normal)

In the room with the police laptop, the cartridge is in the second-to-last locker on the right.

RetroRacer: 2315 Robot Factory (Hard)

In the chamber before you face the Machinist, the cartridge is under a ramp, close to a second ramp with some Armour underneath.

TONY HAWK'S PRO SKATER 3

CHEATS

Select 'Cheats' from the options menu and enter one of the following codes to hear a 'ker-ching' sound.

Unlock All Cheats:

MARKEDCARDS

All Secret Skaters:

FREAKSHOW

Maximum Attributes:

MAXMEOUT

All Movies:

POPCORN

SECRET SKATERS

To unlock each skater, finish Career mode the number of times indicated, using different skaters and getting all goals and gold medals.

Skater	Times Completed
Darth Maul	x1
Wolverine	x2
Officer Dick	x4
Private Carrera	x5
Ollie	x7
Kelly Slater	x8
Demoness	x10
Neversoft Eyeball	x21

SECRET LEVELS

Two old favourites from the original game are in there, plus a spooky Roswell level. Unlock each by completing Career mode the number of times indicated, using different skaters and getting all goals and gold medals.

CUBE

DIRECTORY

ISSUE NINE

It's directory time again, so if you've seen something down the local games store that takes your fancy but you can't remember what we had to say about it, that all-important score can be found here



GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	GBA	REVIEW	RATING
18 Wheeler AM-PRO Trucker	Acclaim	In-House	1-2	N	PAL	4.4
2002 FIFA World Cup	EA	In-House	1-4	N	PAL	8.2
Ace Golf	Eidos	Telenet Japan	1-4	N	PAL	8.1
Agent Under Fire	EA	In-House	1-4	N	PAL	6.4
Aggressive Inline	Acclaim	Z-Axis,	1-4	N	PAL	9.1
Animal Crossing	Nintendo	In-House	1-4	Y	NTSC	8.5
ATV 2	Acclaim	Climax	1-2	N	PAL	8.1
Barbarian	Virgin	Saffire	1-4	N	PAL	4.3
Batman: Dark Tomorrow	Kemco	Hot Gen	1	N	PAL	3.9
Batman Vengeance	Ubi Soft	In-House	1	N	PAL	6.2
Battle Houshin	Koei	In-House	1	Y	NTSC	7.0
Beach Spikers	SEGA	AM2	1-4	N	PAL	8.0
Big Air Freestyle	Ubi Soft	In-House	1-2	N	PAL	4.2
Big Mutha Truckers	Empire	Eutechnyx	1	N	PAL	8.3
Black and Bruised	Vivendi	Digital Fiction	1-2	N	PAL	6.8
Blood Omen 2	Eidos	Crystal Dynamics	1	N	PAL	7.7
Bloodrayne	Vivendi	Terminal Reality	1	N	PAL	4.0
Bloody Roar: Primal Fury	Activision	Eighting	1-2	N	PAL	7.0
BMX XXX	Acclaim	Z-Axis	1-2	N	PAL	4.5
Bomberman Generation	Majesco	Hudson Soft	1-4	N	NTSC	8.0
Burnout 2: Point of Impact	Acclaim	Criterion	1-2	N	PAL	9.3
Burnout	Acclaim	Criterion	1-2	N	PAL	8.4
Capcom vs. SNK: EO	Capcom	In-House	1-2	N	PAL	8.2
Cel Damage	EA	In-House	1-2	N	PAL	4.3
Conflict: Desert Storm	Sci	Pivotal	1-4	N	PAL	8.2
Crash Bandicoot	Vivendi	Eurocom	1	N	PAL	5.6
Crazy Taxi	Acclaim	In-House	1	N	PAL	7.3
Dakar 2	Acclaim	In-House	1-2	Y	PAL	9.0
Dark Summit	THQ	Radical	1-2	N	PAL	6.2
Dave Mirra Freestyle BMX 2	Acclaim	Z-Axis	1-2	N	PAL	7.4
Defender	Midway	In-House	1-2	N	PAL	4.0
Def Jam Vendetta	EA	AKI	1-4	N	PAL	8.9
Die Hard: Vendetta	Vivendi	Bits Studios	1	N	PAL	8.2
Disney's Magical Mirror	Nintendo	Capcom	1	Y	PAL	5.9
Disney Sports Skateboarding	Konami	In-House	1	N	PAL	4.6
Disney's Tarzan Freeride	Disney Int.	Ubi Soft	1	N	PAL	5.0
Donald Duck: Quack Attack	Ubi Soft	In-House	1	N	PAL	6.2
Doshin the Giant	Nintendo	In-House	1	N	PAL	7.4
Dr Muto	Midway	In-House	1	N	PAL	5.0
Driven	Bam!	In-House	1-2	N	PAL	7.0
Eggo Mania	Kemco	Hot Gen Studios	1-4	N	PAL	5.2
Enter the Matrix	Atari	Shiny	1	N	PAL	6.8

Adventure/RPG

Puzzle/Party

Fighting

Sports

Racing

Shoot 'em up

Action

EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	GBA	REVIEW	RATING
ESPN INT. Winder Sports '02	Konami	In-House	1-2	N	PAL	6.0
Eternal Darkness	Nintendo	Silicon Knights	1	N	PAL	9.3
F1 2002	EA	In-House	1-2	N	PAL	7.6
FIFA Football 2003	EA	In-House	1-4	N	PAL	8.2
Fireblade	Midway	Avalanche	1	N	PAL	6.5
Freekstyle	EA	Hypnos Ent.	1-2	N	PAL	7.4
Gauntlet: Dark Legacy	Midway	In-House	1-4	N	PAL	4.4
Ghost Recon	Ubi Soft	Red Storm	1-2	N	PAL	6.5
Giftopia	Nintendo	Skip Ltd.	1	N	NTSC	7.5
Godzilla: Damm	Atari	Pipeworks Studios	1-4	N	PAL	4.0
Harry Potter: COS	EA	Eurocom	1	N	PAL	7.0
Ikaruga	Atari	Treasure	1-2	N	PAL	9.0
ISS 2	Konami	Major A	1-4	N	PAL	8.2
Jedi Knight II: Jedi Outcast	Activision	LucasArts	1	N	PAL	4.7
Jimmy Neutron: Boy Genius	THQ	In-House	1	N	PAL	4.0
Kelly Slater's Pro Surfer	Activision	Treyarch	1-2	N	PAL	7.6
Kinniku Man 2	Bandai	AKI	1-4	N	NTSC	8.9
Knockout Kings 2003	EA	In-House	1-2	N	PAL	7.9
Legend of Zelda: WW (import)	Nintendo	In-House	1	Y	NTSC	9.5
Legend of Zelda: Wind Waker	Nintendo	In-House	1	Y	PAL	9.5
Legends of Wrestling 2	Acclaim	In-House	1-4	N	PAL	4.0
Legends of Wrestling	Acclaim	In-House	1-4	N	PAL	4.6
Lost Kingdoms	Activision	From Software	1	N	PAL	7.0
LOTR: The Two Tours	EA	In-House	1	N	PAL	7.7
Luigi's Mansion	Nintendo	In-House	1	N	PAL	7.8
Mario Party 4	Nintendo	Hudson	1-4	N	PAL	9.0
Matt Hoffman's Pro BMX 2	Activision	Rainbow Studios	1-2	N	PAL	8.2
Medal of Honor: Frontline	EA	In-House	1-4	N	PAL	8.6
Men in Black II: Alien Escape	Atari	Melbourne House	1	N	PAL	4.2
Metroid Prime	Nintendo	Retro Studios	1	Y	PAL	9.6
Micro Machines	Atari	Sheffield House	1-4	N	PAL	5.2
Minority Report	Activision	Treyarch	1-2	N	PAL	5.0
Mortal Kombat: DA	Midway	In-House	1-2	N	PAL	8.6
Mr. Driller Drill Land	Namco	In-House	1-2	Y	NTSC	8.8
MX Superfly	THQ	Pacific Coast	1-2	N	PAL	7.1
NBA 2K3	Atari	Nintendo	1-4	N	PAL	6.8
NBA Street	EA	NFX	1-2	N	NTSC	8.4
Need for Speed: Hot Pursuit 2	EA	In-House	1-2	N	PAL	5.3
NFL Quarterback Club 2002	Acclaim	In-House	1-8	N	PAL	6.1
NHL Hitz 2002	Midway	Blackbox Games	1-4	N	PAL	8.4
NHL Hitz 2003	Midway	In-House	1-4	N	PAL	8.4
NHL Hitz 20-03	Midway	Blackbox	1-4	N	NTSC	8.6
Nightfire	EA	In-House	1-4	N	PAL	7.9
Nintendo Puzzle Collection	Nintendo	In-House	1-4	Y	NTSC	7.0
One Piece Treasure Battle	Bandai	In-House	1-4	N	NTSC	5.8
Outlaw Golf	THQ	Hypnotix	1-2	N	PAL	7.9
Pac-Man Fever	Namco	In-House	1-4	N	PAL	5.7
Pac-Man World 2	Namco	In-House	1	N	PAL	4.2
Pac-Man World 2 (import)	Namco	In-House	1	N	NTSC	6.1
Phantasy Star Online I+II	Atari	Sonic Team	1-4	N	PAL	7.5
Pikmin	Nintendo	In-House	1	N	PAL	9.0
Product No. 03	Capcom	In-House	1	N	NTSC	8.3
Pro Rally	Ubi Soft	In-House	1-2	N	PAL	5.9
Rally Championship	SCI	Warthog	1-4	N	PAL	6.8
Rayman 3 Hoodlum Havoc	Ubi Soft	In-House	1	N	PAL	8.1
Red Fraction II	THQ	Cranky Pants Games	1-4	N	PAL	7.8

Adventure/RPG

Puzzle/Party

Fighting

Sports

Racing

Shoot 'em up

Action

TOP 5 REASONS WHY THE GC WOULD MAKE A GREAT PET

01



GIRLS

It's purple and of questionable orientation. So girls will like you.

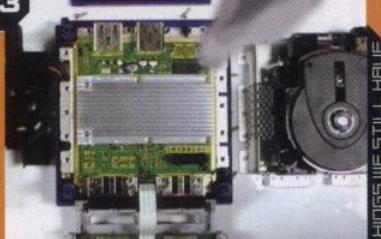
02



BUSINESS

While on a walk and waiting for it to do its 'business', you can play Mario

03



SMOKING

When it gets wet it won't shake water all over you, just start smoking.

04



SNIFF

It won't sniff the back of other hairier consoles

05



KENNEL

When you go on holiday, you don't need to book it into a kennel.

**EVERY GAME REVIEWED IN CUBE,
GATHERED RIGHT HERE**

GAMECUBE

GOT A GAMECUBE? THEN YOU
NEED THESE TEN GAMES!

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	GBA	REVIEW	RATING
Reign of Fire	Bam!	In-House	1-2	N	PAL	8.0
Resident Evil 2	THQ	In-House	1	N	PAL	6.0
Resident Evil	THQ	In-House	1	N	PAL	9.0
Resident Evil: Nemesis	THQ	In-House	1	N	PAL	7.0
Resident Evil Zero	THQ	In-House	1	N	PAL	9.0
Robotech: Battlecry	TDK	Mediactive	1-2	N	NTSC	8.0
Rockman EXE Transmission	THQ	Akira	1	N	PAL	8.0
Rocky	Rage	Steel Monkeys	1-2	N	PAL	8.3
Scooby Doo!	THQ	Heavy Iron Studios	1-2	N	PAL	5.2
Sega Soccer Slam	SEGA	Blackbox Games	1-4	N	PAL	9.0
Simpsons Road Rage	EA	Radical Ent.	1-2	N	PAL	7.5
Smashing Drive	Namco	Point of View	1-2	N	PAL	3.8
Skies of Arcadia Legends (import)	SEGA	Overworks	1	N	PAL	9.0
Skies of Arcadia Legends	SEGA	Overworks	1	N	PAL	9.0
Summoner: A Goddess Reborn	THQ	Volition	1	N	PAL	6.0
Smuggler's Run: Warzones	Take Two	Rockstar	1-4	N	PAL	7.1
Sonic Adventure 2: Battle	SEGA	Sonic Team	1-2	Y	PAL	7.6
Sonic Adventure DX	SEGA	Sonic Team	1	Y	PAL	6.1
Sonic Mega Collection	SEGA	In-House	1-2	N	PAL	8.0
Soul Calibur II	Namco	In-House	1-2	N	NTSC	9.2
Spider-Man: The Movie	Activision	Treyarch	1	N	PAL	6.0
Splinter Cell	Ubi Soft	In-House	1	Y	PAL	8.8
Spyhunter	Midway	Point of View	1-2	N	PAL	5.9
SSX Tricky	EA	EA Big	1-2	N	PAL	8.0
Starfox Adventures	Nintendo	Rare	1	N	NTSC	9.4
Star Wars: Bounty Hunter	Activision	LucasArts	1	N	PAL	6.9
Star Wars: Rogue Leader	Activision	Factor 5	1	N	PAL	9.1
Star Wars: The Clone Wars	Activision	LucasArts	1-4	N	PAL	6.7
Super Bubble Pop	Jaleco	Runecraft	1-2	N	PAL	5.5
Supercross World	Acclaim	In-House	1-4	N	PAL	4.6
Super Mario Sunshine	Nintendo	In-House	1	N	NTSC	9.4
Super Monkey Ball 2	SEGA	Amusement Vision	1-4	N	PAL	9.1
Super Monkey Ball	SEGA	Amusement Vision	1-4	N	PAL	9.0
Super Smash Bros. Melee	Nintendo	In-House	1-4	N	PAL	8.3
Taz Wanted	Atari	Blitz Games	1-2	N	PAL	5.6
Tetris Worlds	THQ	Radical	1-4	N	PAL	4.7
The Sims	EA	Maxis	1-2	N	NTSC	8.6
Tiger Woods PGA Tour 2003	EA	In-House	1-2	N	PAL	9.0
Timesplitters 2	Eidos	Free Radical	1-4	N	PAL	9.5
Tony Hawk's Pro Skater 3	Activision	Neversoft	1-2	N	PAL	8.6
Tony Hawk's Pro Skater 4	Activision	Neversoft	1-2	N	PAL	9.2
Top Gun: Combat Zones	Virgin	Digital Integration	1	N	PAL	6.9
Turok Evolution	Acclaim	In-House	1-4	N	PAL	6.1
Ty the Tasmanian Tiger	EA	Krome Studios	1	N	PAL	4.8
UFC Throwdown	Ubi Soft	Crave	1-4	N	PAL	6.4
Universal Studios	Kemco	In-House	1	N	PAL	3.0
Vexx	Acclaim	In-House	1	N	PAL	7.0
Virtua Striker 3 Version 2002	SEGA	Amusement Vision	1-2	N	PAL	8.4
Waverace: Blue Storm	Nintendo	NTSC	1-4	N	PAL	8.9
Winning Eleven 6	Konami	In-House	1-4	N	NTSC	9.2
Worms Blast	Ubi Soft	Team 17	1-2	N	PAL	7.8
Wreckless: Yakuza Missions	Activision	Broadsword	1-2	N	PAL	2.5
Wrestlemania WWE X8	THQ	Yukes	1-4	N	PAL	6.7
WTA Pro Tennis Tour	Konami	In-House	1-4	N	PAL	4.5
XG3: Extreme G Racing	Acclaim	In-House	1-4	N	PAL	8.2
X-Men 2: Wolverine's Revenge	Activision	Genepool	1	N	PAL	7.0
X-Men: Next Dimension	Activision	Exact Ent..	1	N	PAL	5.6
Zoocube	Acclaim	Coyote	1-4	N	PAL	7.0

Adventure/RPG

Puzzle/Party

Fighting

Sports

Racing

Shoot 'em up

Action

TOP
10

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- 02 THE LEGEND OF ZELDA** 9.5 2002/NINTENDO
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- 04 STARFOX ADVENTURES** 9.4 2002/NINTENDO
- 05 SUPER MARIO SUNSHINE** 9.4 2002/NINTENDO
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- 10 SOUL CALIBUR II** 9.2 2003/NAMCO

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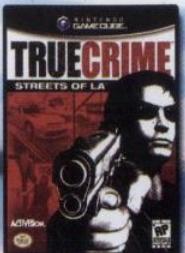
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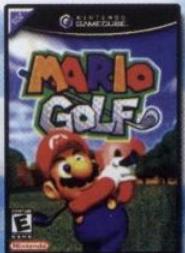
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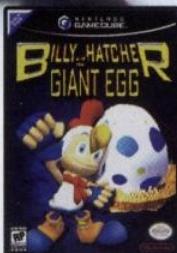
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04 PUBLISHERS

WELCOME TO ADVANCE...

A good selection of stuff this month with *GT Advance 3* providing the petrol heads among you with a quality driving simulation. *Donkey Kong Country* is platforming in its purest form while *Sega Arcade Gallery* is a retro-fan's joy and *Wario Ware Inc* has enough games to keep you quiet for a very long time



ADVANCE

You'll never put a better bit of butter on your knife

Fancy taking a Lancer for a whirl?



GT ADVANCE 3 PRO CONCEPT RACING

CUBE

INFORMATION

PUBLISHER:	THQ
DEVELOPER:	MTO
GENRE:	MIXED
PLAYERS:	1-2
RELEASE:	OUT NOW

STATS

- A TOTAL OF 97 CARS
- BATTERY BACK-UP
- LINK CABLE MULTIPLAYER
- COMPETE IN 46 RACES

MASTERING THE COURSES

in *GT Advance 3* is a must if you want to compete on the higher competitions. Unlike the arcade titles that dominate the racing genre on the GBA, you'll need to have your racing lines complete in your head as well as an understanding of how far you can take your car – it's all too easy to spin out if you go sideways around a corner for too long. This means that while *GT Advance 3* may suffer from the usual problems of racing sims – that is, initially being too

slow – it soon heats up into a tension-filled game where every corner counts.

As well as 97 unlockable cars you also get to fiddle around underneath the bonnet. However, the Tuning mode disappoints slightly as there isn't much to do. As you win first places and break records you unlock upgrades such as racing seats, computer chips and lightweight chassis, which improve the performance of your car (you can also unlock vehicles using this method). However, instead of messing around

with gear ratios or anything else as involving as that, you simply fit the part and reap the rewards.

It may not be the prettiest racer around but *GT Advance 3: Pro Concept Racing* excels where racing games need to – the handling. It's fun, demanding and rewarding, and there's enough features (such as the addictive Drift Combo mode) to keep you going for a long time. Definitely worth a look if you're into your racing games.

CUBE
RATING
8.0

CUBE**INFORMATION**

PUBLISHER: NINTENDO
DEVELOPER: RARE
GENRE: PLATFORM
PLAYERS: 1-2
RELEASE: OUT NOW

STATS

- PORT OF THE SNES CLASSIC
- TWO NEW MINI-GAMES
- BATTERY BACK-UP
- STILL LOOKS THE BUSINESS



Be a big monkey, leap around in trees and collect bananas. It's the life we dream of on CUBE!

DKC's graphics caused something of a stir when it appeared on the SNES. It looks like 3D!



DONKEY KONG COUNTRY

Nintendo goes Ape in a Super NES stylee!

WE'VE ALL PLAYED this game before. Back in 1994 it was released on the SNES to an amazed public. Using advanced CG that blew away anything previously seen on the 16-bit system, Rare took 2D visuals to new heights and this is what first got them noticed worldwide. The rest of that story you'll be only to aware of!

On the GBA, the original *Donkey Kong Country* has remained pretty much intact. The graphics, while notably stripped down in the watery levels, still look impressive, and gameplay-wise nothing has changed. The only real criticism is of the remixed music which is a bit of a letdown.

The visuals wowed people perhaps a little too much when the SNES version

appeared, but the over-used word 'solid' comes to mind when playing *Donkey Kong Country*.

Nowadays. It's all very generic stuff and not nearly as fun as you might remember. Still, it's a decent enough platformer game and represents an important chapter in videogame development.

CUBE RATING
7.0



One of the first true arcade head-turners



Out Run is a true legend in gaming history

Pure gaming on the go

ANYBODY WHO GREW up in the Eighties will immediately be at home with these four titles. *Out Run*, *After Burner*, *Super Hang-On* and *Space Harrier* are all here, and each one is as playable as ever. Well, three are at least – in its arcade form *After Burner* employed the use of a special yoke for control, which lent itself to the experience in a big way. With the simple digital pad on the GBA it instead becomes a bore with awkward controls and a tendency to kill you for no obvious reason.

There are some graphical issues to contend with, but this is more of a testament to the power of SEGA's arcade hardware than anything major. The only real problem is the lack of battery back-up for saving high scores, which is a pretty dismal when dealing with games where your score is so integral to repeat goes. Still, this cartridge is worth it just for *Out Run*.

CUBE RATING
7.0

"AFTER BURNER HAS A TENDENCY TO KILL YOU FOR NO OBVIOUS REASON"

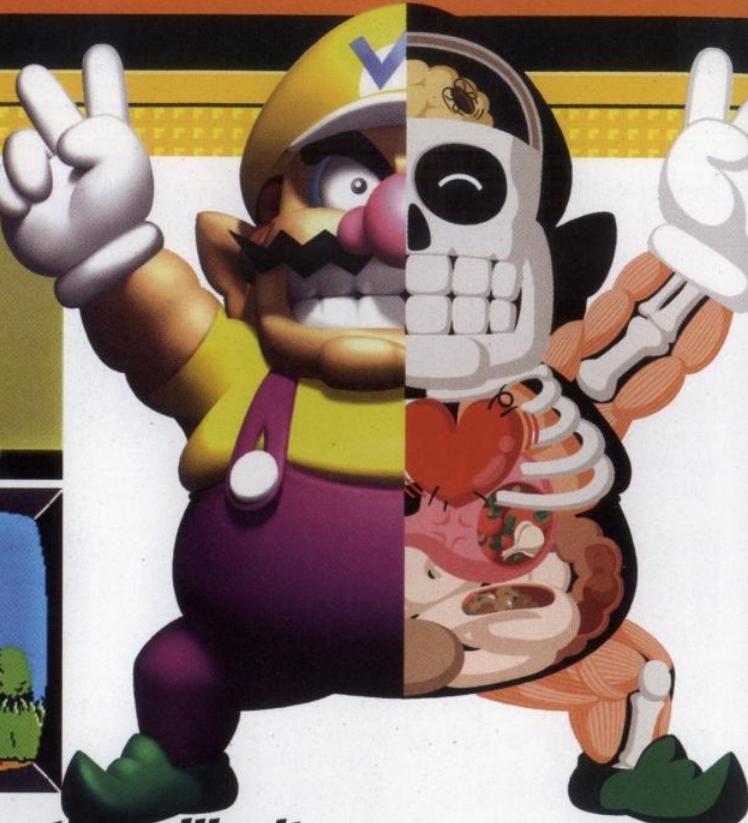
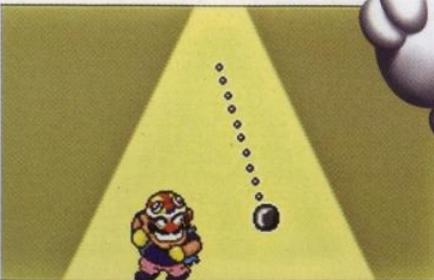
SEGA ARCADE GALLERY

CUBE**INFORMATION**

PUBLISHER: THQ
DEVELOPER: BITS STUDIOS
GENRE: MIXED
PLAYERS: 1
RELEASE: OUT NOW

STATS

- FOUR ARCADE CLASSICS
- NO BATTERY BACK-UP....
- ...SO KEEP A PEN AND PAPER HANDY
- ONLY OUTRUN WILL APPEAL LONG-TERM



You've never seen anything like it...

WARIO WARE, MEGA MICROGAMES\$

WARIO WARE, INC. starts off with a cut-scene of our fat mate sitting on his sofa wondering how to make big bucks. Switching on the TV he sees an advert for a GBA and, being the enterprising type, decides to have a crack at the software business himself. Now, of course Wario isn't going to put a whole lot of effort into it so he gathers his friends in the city and they get together to play various mini-games ripped from mobile phones and their Game Boys.

The structure of *Wario Ware, Inc.* is very simple. You are presented with a small cut-scene that shows one of the aforementioned characters indulging themselves in something completely bizarre — like dancing at a disco or releasing miniature monkeys armed with banana skins from the back of their scooters in order to lose the police who are following them because they were speeding — and then

dumps you into a game. For four seconds. And then another game. This repeats up to 40 times before you confront a boss. And this is the genius of the game. There are no instruction manuals, no

tutorials, it's just BANG — experiment with the A-button and D-pad, work out what you have to do and then do it. This constant barrage of visual and audio information gives your brain a rush as you try to figure out what to do and complete the games (of which there are over 200) successfully.

This essentially means that there is absolutely no learning curve. Though this is usually a complaint, it suits the style of *Wario Ware* perfectly. Having a learning curve would take away the novelty value of blasting through the games one by one without really knowing what it is you're doing. This doesn't mean that the game doesn't get tougher though, because it does. Each set of games is split up and signified using a character, and at first you'll only have to go through 10 games to get to the boss, (of course, 90 per cent of the time you don't fight the boss directly; rather, you hammer a pin into a floor or take part in a simple shooting game), but later on this number will rise. The games all stay at the same skill level though.

The aesthetics for *Wario Ware, Inc.* are very clever. When you play the games based around the banana-throwing monkey for instance, you see the

"THE CONSTANT BARRAGE OF VISUAL AND AUDIO INFORMATION GIVES YOUR BRAIN A RUSH"

CUBE

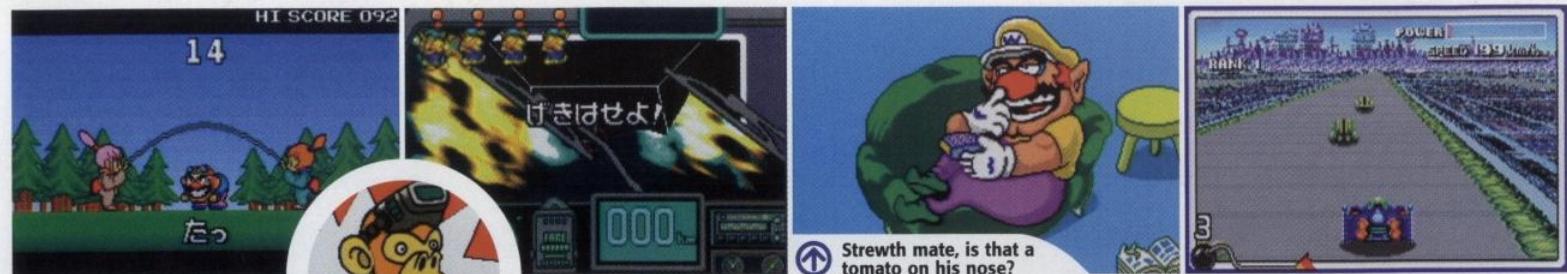
INFORMATION

PUBLISHER:	NINTENDO
DEVELOPER:	NINTENDO
GENRE:	PUZZLE
PLAYERS:	1-2
RELEASE:	OUT NOW

STATS

- OVER 200 MINI-GAMES
- PLAY AS CRAZY CHARACTERS
- UNLOCK EXTRA SIMPLE GAMES
- MINI VERSIONS OF NINTENDO FAVOURITES
- UNIQUE PRESENTATION

**CUBE
STAR
GAME**



We never had Wario down as a jump-rope kinda guy



Mowing down children? That can't be right...

INC.

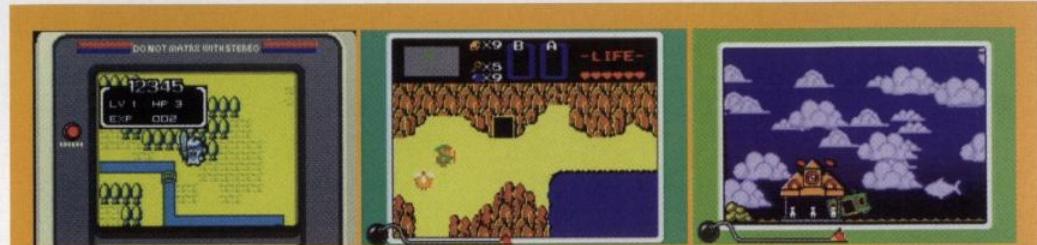
action through the visor of the mischievous simian on the back of your speeding scooter. Win a game and a police car goes off the road, lose a game and it doesn't. All of the game groups have a similar way of tracking your progress – sometimes you'll be sat in the front seat of a taxi watching the windscreen wipers squeak across the slick windshield, gradually letting the dirty yellow lights of the city peek in, and on others you'll be looking at a mobile phone or down an unusually clean toilet pan. This particular screen signifies the loss of a life (you have four in total and they're lost when you fail a game) by losing a toilet roll. Are you getting the idea of how off-the-wall this game is yet?

Wario Ware, Inc. is a million miles from the bloated, over-funded, FMV-stuffed 'games' that disease the consoles of today. It's pure gaming in the truest sense of the word – the whole cartridge perfectly equals the sum of its parts. Everything is held together nicely with the story but it's not this that keeps you playing. That long-lost element of games – the high score – is back with a vengeance.

This is the type of game that keeps the industry going. Pure fun started everything off and Nintendo knows this. The numerous nods to past games (some blatant, others less so) reward the long-time player and even raised a smile on this jaded gamer's face. The sound effects and cut-scenes gel the many parts together slickly and the story is suitably crazy. This is an astounding cartridge that will hopefully show stodgy developers out there what gaming's really about.

CUBE
RATING
9.5

↑ Strength mate, is that a tomato on his nose?



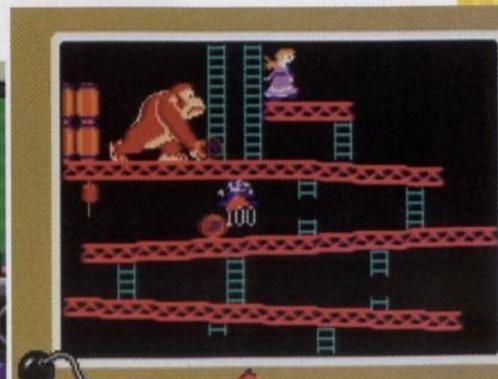
GAMES GALORE

VERY SMALL BUT VERY STYLISH

The actual mini-game graphics are very cool. The art style of each one is totally different, with each one suited to the game perfectly (there is a reason for this – rumour has it that a lot of these games were originally built into the 64DD hardware). Some of the games are played on a Game Boy, so between each game you'll have a picture of the classic grey brick and on the screen a scene from an RPG. The games you play will be based around this theme – avoid the enemies and lead Link into a cave (using the graphic style from the first *Zelda* game) or destroy Mother Brain as Samus Aran... these will make any gamer smile, the only problem being that seeing those famous displays on your screen makes you want the games in their entirety! Likewise, when you play through a PDA the games will be a lot simpler in style. We especially like the woodland animal-themed games shaded in lovely soft brown hues, mimicking illustrations from classic children's books.



↑ Gasp! Old-skool Game Boy! Happy days...



↑ Some old favourites make a welcome return, albeit much shorter than before

I ❤ NINTENDO

UNTIL THE WINTER of '96 3D console games were glitchy affairs and were graphical showcases rather than valid products to entertain us.

Then came the N64 however, and whatever opinion you may have of

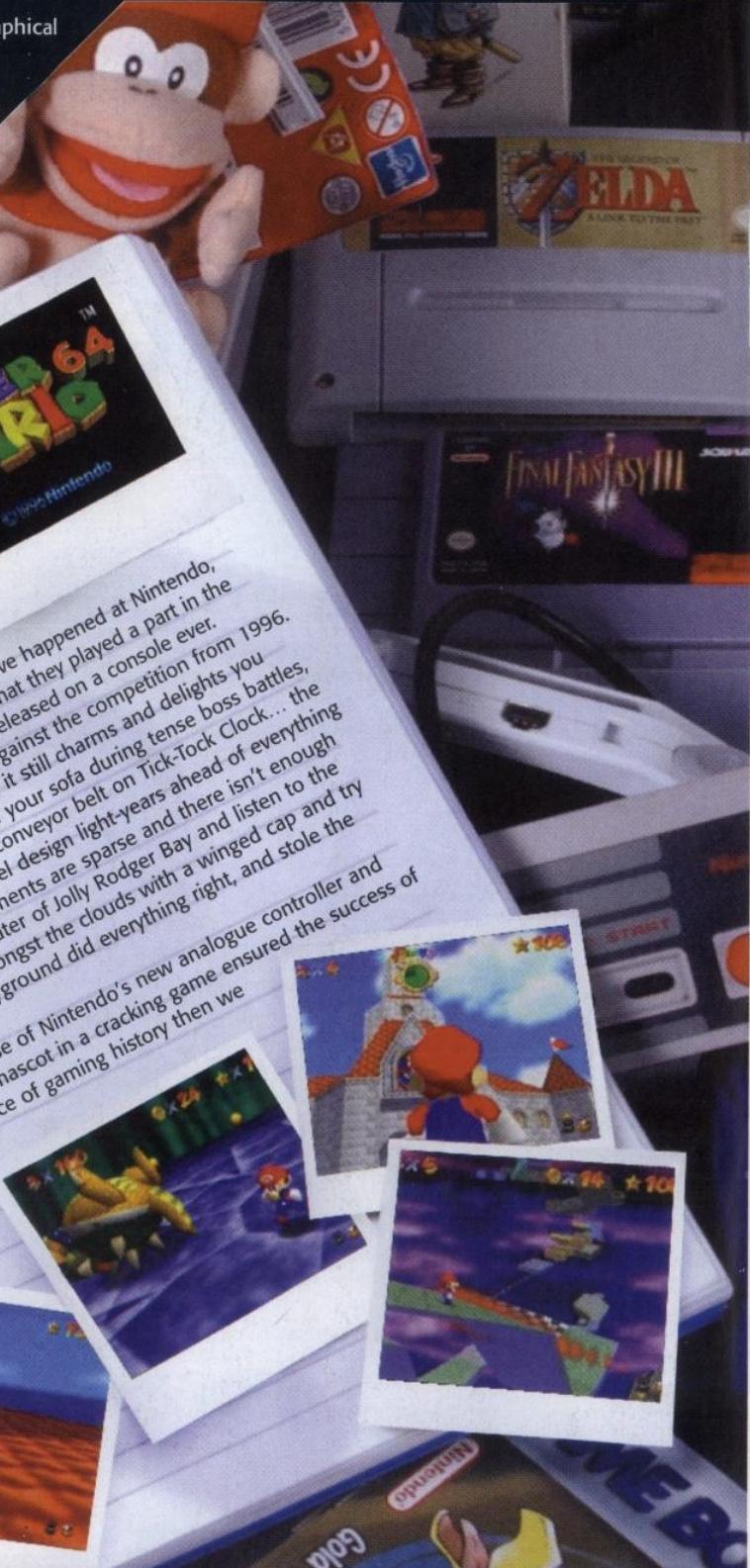
Nintendo's controversial hardware, there's absolutely no denying the impact of *Super Mario 64*, the long-awaited flagship title that represented console gaming finally going 3D 'proper'.

SUPER MARIO 64

There are many myths concerning the creation of *Super Mario 64*. The long hours, demanding, intensive work and even the quitting of jobs. But whatever may have happened at Nintendo, everybody involved should rest easy in the knowledge that they played a part in the creation of one of the finest pieces of software to be released on a console ever.

Mario 64 isn't a winner because of how it fares against the competition from 1996. On its own merits, face-to-face with modern titles, it still charms and delights you with its cartoon graphics, has you on the edge of your sofa during tense boss battles, still frustrates as Mario YET AGAIN slips from a conveyor belt on Tick-Tock Clock... the controls are still as perfect as ever and the level design light-years ahead of everything else. Some people may say that the environments are sparse and there isn't enough platforming action, but just dive into the water of Jolly Roger Bay and listen to the ambient vibes rushing over you, or fly amongst the clouds with a winged cap and try to say anything negative. This virtual playground did everything right, and stole the imagination of millions worldwide.

Mind-blowing graphics, excellent use of Nintendo's new analogue controller and the triumphant return of a beloved mascot in a cracking game ensured the success of *Mario 64*. If you don't own this piece of gaming history then we urge you to grab a copy today.



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